



Leander Burger

TECHNICAL GAME DESIGNER

Details

Leiden, Netherlands
+4917692294710
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Links

www.leanderburger.com
[LinkedIn](#)

Skills

Game Design
Tech Design
3Cs Design
Level Design
Visual Scripting
Puzzle Design
Rapid Prototyping

Software

Unreal Engine
Blender
Unity
Z-brush
Python
Adobe Photoshop
Source Control
JIRA
Perforce

Languages

German
English
Dutch

Hobbies

Basketball, reading, playing music, video games, movies, appreciating art, camping

Profile

I'm a Technical Designer with a wide range of interests in the gaming field. I love taking ownership of a feature and communicating with my team to align people's vision and create the best experiences possible. Games excite me because of their unique ability to make the player a protagonist in a greater story or allow them to create their own.

Employment History

SEPTEMBER 2021 — JANUARY 2022

Technical Design Intern at KeokeN Interactive, Hoofddorp - Netherlands
As a Technical Designer I was responsible of polishing features, taking them from **First Version to Feature Functional**. I also took over **Puzzle Design** for an upcoming game, further expanding my Game Design knowledge in this field.

OCTOBER 2016 — AUGUST 2018

Trainee & VFX Artist at Pixomondo, Stuttgart - Germany
I was responsible for a variety of 3d models and sculpts that ended up being used in shows & movies such as **"Game of Thrones – Season 7 & 8"**, **"the Girl in the Spiders Web"**, **"Iron Sky 2"**, **"Star Trek Discovery"**.

Student & Personal Work Experience

SEPTEMBER 2020 — JUNE 2021

Til Nord - Game & Level Design - Team Size: 16,
A 1 Year student project where I worked as Open World Designer, Feature Designer & Level Designer.
This game was nominated at the **Dutch Game Awards 2021**.

APRIL 2020 — JUNE 2020

Levis Umbra - Game & 3Cs Design - Team Size: 20
I was responsible for defining the Character, Camera & Controls. Building Gym Levels and balancing the Gameplay to fit a 3rd Person Stealth Action Style.

FEBRUARY 2020 — JUNE 2021

Ruth's Journey (Personal Project) - Game Designer & Directing
A personal project which involves a small team. I've worked on pretty much all aspects of the game, bringing it from idea to almost full completion.
This game was nominated for an award at **"The Rookies 2020"**



FEBRUARY 2020 — APRIL 2020

Hellfist VR - Game Design & Scripting - Team Size: 5
In this Pre-Production Project, I worked on Scripting the Prototype, creating the main Gameplay & building the Environment.

SEPTEMBER 2019 — NOVEMBER 2020

Unreal Tournament Level Design - Solo Project
I researched reference imagery, defined the Map theme, created Node-Maps, Block-out models, balanced the Gameplay flow, playtested and added Visual polish.

Education

SEPTEMBER 2018 — JULY 2022

Bachelor of Applied Science, Breda University of Applied Sciences, Breda International Games Architecture and Design
Breda University of Applied Sciences ranked 9th in **the Rookies Awards 2020**

SEPTEMBER 2008 — AUGUST 2016

Abitur, Mörike Gymnasium, Esslingen
Higher General Education