

Leander Burger

TECHNICAL GAME DESIGNER
ARTIST
STORYTELLER

Details

Breda, Netherlands
+31630353490
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Links

www.leanderburger.com
[LinkedIn](#)

Skills & Knowledge

Game Design Principles
Tech Design & Programming
Methodologies
3Cs
Level Design (Single-player,
Linear & Open World)
Visual Scripting (Blueprint)
Puzzle Design (Concept to
Completion)
Video Editing, Pacing &
Storytelling
Screenwriting
Business Development

Software

Unreal Engine
Blender
Davinci Resolve
Z-brush
JIRA
Perforce

Languages

German (native)
English (C1)
Dutch

Profile

To me, Video Games are an Art form with nearly unlimited potential. They allow us to tell emotional and gripping stories in a way that's impossible for other media. I believe that through video games, we as designers have the power to inspire our players, motivate them and change our world for the better. These are the games I want to create myself and help others create as well.

Professional Experience

SEPTEMBER 2023 — NOW

Game Design Instructor – Part-time – Breda University of Applied Sciences

Working with 1st year Game Design students. Reviewing student work, providing feedback and grading. Preparing Class material with the Game Design teaching team.

FEBRUARY 2020 — NOW

Game Designer & Founder – Full-time – Ruth's Journey (In our Nature)

Building gameplay prototypes in UE5. Setting up Art & Animation pipelines. Developing Story and Characters. Hiring & coordinating Freelancers. Attending business events and building early Prototypes & Demo materials. Ruth's Journey was nominated for "Best Student Game" at the **Dutch Game Awards 2022**.

JUNE 2023 — AUGUST 2023

Technical Game Designer – Freelance – Alternature Productions

Together with Alternature Production, worked on implementation of Core Game features in Unreal Engine 5 for a 3d narrative driven RPG.

SEPTEMBER 2021 — JULY 2022 (11 MONTHS)

Technical Game Designer (Internship) - KeokeN Interactive, Hoofddorp – Netherlands – Deliver us Mars

Responsible for polishing features, taking them from **First Version to Feature Functional**. Took over **Puzzle Design** on Deliver us Mars, integrating them into the Game Loop.

OCTOBER 2016 — AUGUST 2018

VFX Artist (Trainee) - 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 Work & Personal Experience

SEPTEMBER 2020 — JUNE 2021

Til Nord - Game & Level Design - Team Size: 16

Open World Designer, Feature Designer & Level Designer. Concepting, Prototyping and Completing the **seamless open-world, UI elements, Cinematics & First Person Camera**. Leading the Game Design team. This game was nominated for "Best Student Game" at the **Dutch Game Awards 2021**.

APRIL 2020 — JUNE 2020

Levis Umbra - Game & 3Cs Design - Team Size: 20

3rd Person-stealth-action game. Defining & developing the Character, Camera & Controls.

FEBRUARY 2020 — APRIL 2020

Hellfist VR - Game Design & Scripting - Team Size: 5

Scripting the Prototype, Designing & Programming the VR game mechanics & building test environments.

Hobbies

Reading novels, Rock Climbing,
Outdoor activities, Making
Music, writing Short stories,
cooking

Education

SEPTEMBER 2018 — JULY 2022

**Bachelor of Applied Science, Breda University of Applied Sciences, Breda
International Games Architecture and Design**

Graduated "Cum Laude" with a GPA of 8.1

Final Year Project: Til Nord (9,5) & KeokeN Internship (8,7)

Breda University of Applied Sciences ranked 9th in **the Rookies Awards 2020**

SEPTEMBER 2008 — AUGUST 2016

Abitur, Mörike Gymnasium, Esslingen

Higher General Education