



Luuk van Eck

TECHNICAL GAME DESIGNER

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📍 Heel, Netherlands

Profile

I'm a Technical Game Designer who has experience in both designing and programming games. I love combining these two aspects to create games both solo and in a team.

Employment History

Unity Programmer Internship, Wooden Plank Studios, Utrecht

September 2016 — February 2017

My responsibility at *Wooden Plank Studios* was as a *Unity* Programmer, here I worked on creating mini-games for their WIP party game about prisoners. Later I took over responsibility of porting one of their earlier mobile games *Cat Food* to *Unity*.

General Developer Internship, Chaos Films, Eindhoven

February 2018 — July 2018

Chaos Films was a virtual production company who took on multiple jobs from filming commercials to creating VR experiences. My main contribution was a VR experience for *Phillips* at *HighLight Frankfurt*. This was a *Unity* app where you could walk around a virtual store. I also attended this convention to help with technical support for the week.

Education

Bachelor, SintLucas Eindhoven, Eindhoven

2014 — 2018

MBO - Game Development

Bachelor of Applied Science, Breda University of Applied Sciences, Breda

2018 — 2022

HBO - Game Design and Production

Work Experience

Fi-Knight Kingdom - Solo Project - Unity

2021 — 2023

My graduation project where I created my own **multiplayer board game RPG hybrid** all on my own. I released this game on *Steam* to a positive reception.

Til Nord - UI/UX Lead - Unreal Engine 4

2020 — 2021

An **open world driving** game where I took responsibility of all things UI/UX. *Til Nord* currently sits at **Very Positive** rating with more than 500 reviews on *Steam*.

Warfair - UI/UX Lead - Unity

2019 — 2020

A **turn-based strategy** game where I took responsibility of creating the UI. I was able to design, prototype and fully implement all the UI required on my own.

Links

[Portfolio](#)

[LinkedIn](#)

[YouTube](#)

[Twitter](#)

Skills

Unity C#

Unreal Engine

Adobe Photoshop

Adobe Premiere Pro

Microsoft Powerpoint

Microsoft Word

Microsoft Excel

Aseprite

Gameplay Design

Technical Design

UI/UX Design

Prototyping

Languages

Dutch



English

