

# Remco Nijs

## Technical Game Designer



✉ remconijsbusiness@gmail.com

📍 Breda, Netherlands

📅 24/01/2002

🌐 linkedin.com/in/remconijs

🔗 My Portfolio Website

### 🧠 SKILLS

#### Game Design and Development

Rapid Prototyping

Design Documentation

#### Unreal Engine

Blueprint Visual Scripting

Niagara VFX

Animation Blueprints & Relevant Subsystems

#### Cascadeur

3D Animation

#### Agile Development

Jira

Perforce

Github + Github Projects

### 🎓 EDUCATION

#### Creative Media & Game Technologies BSc

Breda University of Applied Sciences

08/2020 – 09/2025

Design and Production Track

### 🌐 LANGUAGES

**Native Dutch**

**Fluent English**

CEFR level C1

### 👤 PROFILE

I am a Technical Game Designer with a drive for problem-solving using new technologies.

My passion for game development lies in animation-heavy systems and physics based gameplay.

### 👜 PROFESSIONAL EXPERIENCE

#### Sicaria

Technical Game Designer / Animator

University Project | September 2023 - June 2024

- **Designed a body-carrying system** blending animations and in-game physics.
- **Animated majority of gameplay actions** for the project and implemented them in-engine.
- **Organized and directed a motion capture shoot** utilizing Xsens body suits.
- **Cleaned up raw mocap data** from Xsens mocap suits.
- **Prototyped and iterated** on a takedown system.

#### Echoes of Silence

Technical Game Designer

University Project | April 2023 - June 2023

- **Designed and iterated on the core gameplay loop** for this story-driven project.
- **Designed various Niagara VFX systems** and implemented them in the game.
- **Implemented a camera-based interaction system** that allowed the player to interact with the paranormal.

### 👜 NON-INDUSTRY WORK EXPERIENCE

#### Student Ambassador

Breda University of Applied Sciences

09/2023 – present

- **Presenting the CMGT course at high schools** across the country.
- **Representing the CMGT course at national study conventions** like StudieBeurs Zuid.
- **Giving campus tours** to international visitors.
- **Talking to people at open days about my experience learning Game Design** at Breda University of Applied Sciences.

### 🎧 EXTRA-CURRICULAR ACTIVITIES

#### Student Representative

Breda University of Applied Sciences

08/2020 – present