Anne van Dijk

Character-focused designer with a passion for immersive experiences and mindful stories. Dedicated to fostering healthy workplaces where excellent products ship on time.

Producer | Narrative & Gameplay Designer

CONTACT
✉ vendaaik@gmail.com
💻 www.vendaaik.com

SKILLS & SOFTWARE
Unreal Engine 4 | Unity | Twine
Jira | Trello
Perforce
Google Suite | Microsoft Office
Scrum

PROJECTS & EXPERIENCE

Freelance Translator – Gengo
English ↔ Dutch
Distributed | 2015 - Current

Narrative & Gameplay Designer
'Melodramatica', Student Game
Team Size: 19
Breda, NL | 2020-2021

Producer | Narrative & Gameplay Designer
'Time Enigma', Student Game
Team Size: 3 - 13
Breda, NL | 2019-2020

Producer
'Fangrove Woods', Student Film
Team Size: 3
Atlanta, GA | 2018-2019

Solo Designer
'En Passant', Student Game
Team Size: 2
Eindhoven, NL | 2013

EDUCATION

Breda University of Applied Sciences
Game Design and Production
Breda, NL | 2016-Current

Technical University Eindhoven
Industrial Design
Eindhoven, NL | 2011-2013

PROJECT MANAGEMENT

- Drove task planning and set milestones for sprints and longer production periods.
- Prioritised product backlog to ensure project goals were met while keeping the project in scope within the allotted timeline.
- Identified gaps and bottlenecks that could prevent the team from achieving project goals and milestones.

GAME DESIGN

- Generalist designer with knowledge of all aspects of game design, including technical and audio design.
- Documented game and narrative systems in efficient and effective game design documentation used across disciplines.
- Developed character arcs and narrative beats via dialogue-driven writing.
- Designed mechanics and systems to enhance immersion and narrative, integrated seamlessly with gameplay.
- Prototyped and implemented systems.

COMMUNICATION & COOPERATION

- Led teams of 2-13 through all phases of production.
- Built and maintained relationships with external or remote developers on both film and game projects.
- Led internal communication and meetings, empowering team discussions while setting up a safe environment.
- Collaborated with environment and character art teams to ensure cohesive worldbuilding.
- Frequently step into roles that the team is missing and provide quality work while self-teaching.