

Derek Baert - Game Designer and Programmer

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Featured Project

Rift City Rebels (Unreal Engine 5) – College Capstone Project, Multiplayer Platform Fighter

- Developed a camera system by calculating player positions to position the camera and determine zoom to show up to 4 players on screen at once.
- Developed a comprehensive system for tracking player character selections, game modes, and match statistics, displaying results post-match for all 4 players.
- Developed a training mode that allowed players to select 5 enemy AI presets, and dynamically swap between all 7 playable characters to test out their unique moves.
- Designed a moveset consisting of 9 distinct abilities by researching frame data and real-world references to develop a unique and cohesive moveset, including a tether ability for pulling opponents into melee range.

Virtual House Tour (Unreal Engine 5) – Student Research Project, Virtual Real Estate Software

- Developed systems which allowed users to change materials for 5 different house elements, including walls, doors, countertops and roofs.
- Developed UI for selecting options for 5 different house elements, including changing the material applied to the mesh, and swapping wall panels for window panels.
- Developed three movement options for ease of use and accessibility, including WASD controls, double clicking the ground to move, and fast traveling between rooms.

Work Experience

Level Designer/Programmer

April 2024 – October 2024

Electric Monk Media

Winnipeg, MB

- Designed and implemented 6 engaging level designs for a 3D platformer utilizing industry leading software to craft memorable gameplay scenarios and environments.
- Implemented game and puzzle mechanics consistent with pre-existing designs and constraints as well as thoughtful use of enemy placement to reinforce core gameplay mechanics across 6 levels.

Skills

Technical Skills

C++, C#, Python, Prototyping, Playtesting, Unreal Blueprints, Mechanic Design, Unreal Engine, Unity, Godot, Git

Soft Skills

Leadership, problem Solving, Communication, Client communication, Adaptability, Time Management, Critical Thinking

Education

Game Development (Programming)

Red River College Polytech

September 2022 – April 2024

- Developed game projects in both Unreal and Unity engines.
- Designed game mechanics for a variety of game projects.
- Completed a shipped game as a final term project in a team of 18 artists and programmers.

Business Information Technology

Red River College Polytech

September 2020 – April 2022

- Developed Windows applications in the C# programming language.
- Developed Websites using HTML, CSS, PHP, JavaScript, and Ruby.