Derek Baert - *Game Designer and Programmer*

Portfolio   LinkedIn   Itch.io   GitHub   derek.baert@gmail.com

Work Experience

Level Designer   **April 2024 – Present**
Electric Monk Media   **Winnipeg, MB**

- Designed and implemented 8 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 8 levels.

Skills

Technical Skills

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

Soft Skills

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

Featured Project

Rift City Rebels (Unreal Engine) – Multiplayer Platform Fighter

- Designed a moveset consisting of 9 distinct abilities by researching frame data and real-world references to develop a unique and cohesive moveset.
- Collaborated with a 3D artist to design a playable character, creating mood boards and reference materials to create a character with a unique design.
- Developed a camera system by calculating player positions to position the camera 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.
- Developed a system to change character textures when a character was selected by multiple players, allowing for 4 different colour schemes across 7 characters.
- Developed a system to trigger unique animations for 7 playable characters on the character select screen and match results screen to enhance game feel.
- Conducted playtesting sessions with a variety of testers, soliciting feedback to iterate on design of the game.

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.