

LAURENS THIJSSEN

Game / Technical Designer



ABOUT ME

Game Designer with 15+ years of experience. I care deeply about how games make people feel, and that passion shapes how I approach everything I create. I love working collaboratively, combining ideas, creativity, and teamwork to build meaningful player experiences.

When I'm not working, you can usually find me playing Table-Top-RPGs or playing variety games with friends.

STRENGTHS

- Combat design
- Character, Controls, Camera
- Technical design
- Prototyping, scripting C#
- UI/UX
- Communication
- Attention to detail

INDUSTRY RECOGNITION

- 3 Commercially Shipped titles
- Jury of International Educational Game-jam 2023
- Jury of International Educational Game-jam 2022

TOOLS

- Unity
- Unreal Engine
- Defold
- Visual Studio
- Jira
- Audacity
- F-Mod
- G-Suite
- Photoshop/Affinity

WORK EXPERIENCE

Senior Game Designer

Second Stage Studio | June 2025 - June 2026

Contributed to Sprint City. A spiritual successor to Speedrunners

Ownership, designing, leading, and communication of:

- Level designing the entire world, including Points of Interest
- Designed ~95% of playable race tracks, focused on flow, traversal, and replayability
- Developed key features, including progression systems, new player onboarding, and item pick-ups for racing + exploration
- Gameplay balance
- LUA scripting for feature prototyping, implementation, and UI integration

Senior Game Designer

Ronimo Games | March 2023 - September 2023

Contributed to Call of the Pony King. Later converted to the game Nubs

- Ownership of: all core gameplay features
- Character, Controls, Camera
- Organise and facilitate meetings and feature kick-offs
- Guidance and counseling for design interns
- Data driven feedback, KPI plan and goals
- C# scripting to prototype and the iteration of features

Game Designer

Ronimo Games | July 2019 - March 2023

Contributed to Blightbound, and Call of the Pony King

- Ownership of: Player skills, Enemy and boss designs, Combat design
- Player progression systems
- Organise QA, communicate and address feedback

Game Design Intern

Ronimo Games | February 2019 - July 2019

Contributed to Blightbound

- Prototype and implement player interactions
- Combat design

Programming Intern

Excamedia | February 2014 - June 2014

- Prototype concepts
- Integration of: online high-scores, in-app purchases, and ads

EDUCATION

Bachelor - International Game Architecture- and Design

BUAS - Breda University of Applied Sciences | September 2015 - July 2019

- All forms of specialised game design. e.g. Level design, System design, etc.
- Worked mostly in Unreal Engine
- Worked in teams of 30+ people
- Data driven feedback, KPI plan and goals
- Structured approach to game design and development

Intermediate vocational - Application- and media developer

Grafisch Lyceum Utrecht | September 2011 - July 2015

- Basic principles of game design
- Unity C# scripting