

BRAEDYN DE LEEUW

GAME DESIGNER



CONTACT

✉ braeyn@outlook.com

🌐 www.braedyndeleeuw.com

SKILLS

Design Skills

Level Design

Game Design

Visual Scripting

Rapid Prototyping

Documentation

Software

Unreal Engine 5

Unity

Perforce

GitHub

Blender

Photoshop

EDUCATION

UNIVERSITY OF CANBERRA

Bachelor of Design - Game Development

2024 - Current

AIE - CANBERRA

Dual & Advanced Diploma in Game Design and Production

2022 - 2023

11151NAT | 106064C & 106067M

EMPLOYMENT

Houseman - **Ozone CPS**

Feb 2026 - Current

Lighting Technician - **Salvation Film**

Nov 2025 - Feb 2025

Housekeeping/Maintenance - **AFP**

Mar 2024 - Sep 2025

Sales Co-Worker - **IKEA**

May 2023 - Jan 2024

Cook - **KFC**

Mar 2015 - Apr 2023

PROFILE

A dedicated and detail-oriented Game Designer with a passion for crafting immersive and captivating player experiences. Quick to learn and constantly seeking skills that improve my work.

INDUSTRY EXPERIENCE

GAME DESIGN INTERN

Alta VR, REAVE

Sep 2024 - Feb 2025

- Designed multiple custom levels while upholding 'REAVE' **design principles**
- Took on playtesting and general QA for unannounced gameplay mechanics and level prototypes
- Iterated unique design principles involving VR for better streamlined approaches to level layouts, navigation and player spatial noise.

LEVEL DESIGN INTERN

Oppolygon Studios, Ascending Inferno

Mar 2023 - Oct 2023

- Led the design, **blockout**, concept and internal playtesting of the game level "Greed".
- Conducted the level's **pacing, difficulty** and **player flow** and collaborated with the art team from start to finish for ease of use when implementing art assets.
- Gained support and advice from other designers and artists on game-specific **level design techniques**, design decisions and personal development.
- Directed **playtesting** and created documentation for feedback.

GAME PROJECTS

OPERATION INTERSTELLAR

Team | Game Designer | Australian Federal Police

Sep 2023 - Dec 2023

An AFP led client VR project focused on interactive training simulations

- Designed various **level layouts, puzzles** and **progression** options for the team using Unity.
- Designed and implemented a multitude of mechanics, each aligning with the **client's requirements**
- Supported the design and **iteration** of an in-depth tutorial for new players based on feedback from internal and external playtesting

THE LIVING CITY

Solo | Game Designer

Aug 2023 - Oct 2023

- Lead the project with a focus on **level** and **Encounter** design using **Unreal Engine 5.2**.
- Honed the project's **navigation, pacing** and **combat encounters** with a focus on game design fundamentals.
- Implemented a multitude of creative workarounds for level mechanics through **scripting** and **'industry-level' design techniques**.