

SONNY ROOVERS

GAME SYSTEM DESIGNER

SKILLS

Design Expertise

- Documentation
- Communication
- Prototyping
- Testing & Iterating
- Agile [SCRUM]

Technical Expertise

- Visual scripting [Unreal Engine]
- Scripting [C#, Python, C++]
- Source Control

Software Skills



Unreal



Unity



Github



Trello



Office



Perforce



Jira

EDUCATION

Creative Media Game Technologies

August 2022 - June 2026

- Breda University of Applied Sciences
- Game Design & Production Track

Financial Services Management

August 2016 - June 2021

- Rotterdam Business School
- Honors Degree Student
- Spanish Elective

LANGUAGES

Dutch	Native
English	C2 - <i>Fluent</i>
German	B1 - <i>Intermediate</i>
Spanish	A2 - <i>Beginner</i>

HOBBIES



Fitness



Games



Cooking



Movies

PERSONAL PROFILE

A System Designer with a passion for crafting tailored systems that integrate fluidly into the project. Specializing in analyzing and improving gameplay, controls, and game-feel. My focus is on creating solutions that improve the player experience.

With **4+ years of experience** working alongside all disciplines to bring mechanics to life. My strength lies in taking big creative ideas, breaking them down into logical systems, writing the detailed specs, and creating prototypes to prove they work.

MAIN EXPERIENCE

NDA | Game System Designer

Internship | **Vertigo Games Rotterdam** | Unity | (Jan 2026 - Currently)

- Designed, prototyped, and iterated on:
 - **Player systems.**
 - **Classes & abilities.**
 - **Progression systems.**
 - **Economy systems.**
- Wrote design documentation.
- Prototyping, testing & iterating.
- Worked within a AAA- / AA-pipeline.

Oh, Bugger! | Game Designer

Group Project | 21 people | Unreal Engine | (Sept 2024 - May 2025)

- Designed, prototyped, implemented, and iterated on:
 - **Crowd management**, a system to control the AI in smaller groups.
 - **Turn-based attack systems**, to create a fair flow for enemy attacks.
 - **Player feeling (3C's)**, assisted in prototyping and tweaking.
 - **Enemy AI feeling**, performed QA and polished.
- Produced **design documentation**.
- Profiling & performance optimization.

River Tale XR | Game Designer

Group Project | 23 people | Unreal Engine | (Apr 2024 - Jun 2024)

- Designed, prototyped, implemented, and iterated on:
 - Multiple **enemy (AI) types**, full ownership to challenge players with.
 - **Anchor system**, stops player movement making them vulnerable.
 - **Guidance system**, to navigate players in the correct direction.
 - **Player feeling (3C's)**, tweaked to optimize game feeling.
- Produced **design documentation**.
- Generic gameplay balancing, based on playtests.



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