



GILLIAN VOS

Junior Designer

✉ gillianvos@outlook.com

🌐 www.gillianvos.com

📍 Rotterdam,
The Netherlands

ABOUT ME

Game design graduate with a focus on quest and narrative design. Experience working on AAA multiplayer titles at Guerrilla Games, contributing to quest design, production workflows, and cross-disciplinary collaboration. Strong interest in player psychology, immersive storytelling, and systems-driven design. Comfortable working in different game engines and team-based pipelines.

EDUCATION

Game design and production - CMGT

Breda University of Applied Sciences
Graduated Cum Laude
2021 - 2026

Graphic design

Grafisch Lyceum Rotterdam
2016 - 2019

SKILLS

Engines

Unreal engine, Decima Engine,
Divinity Engine

Software

Adobe CC, Maya, Miro, Jira, Confluence

Design

Quest design, level design, gameplay design, encounter design, narrative integration

CERTIFICATES

Architectural imagination
HarvardEdX
2022

AWARDS

DCT Rotterdam Award Nominee
Category - Games and interactive
2026

PROJECT EXPERIENCE

● Sep 2025 - Jan 2026

GUERRILLA GAMES - Quest designer

PC & Console - Action co-op

Collaborated with the quest design team on Hunter's Gathering. Designed and implemented quest content. Used internal tools and scripting systems to prototype and iterate on quest gameplay. Documented quest designs and maintained clear communication with cross-disciplinary teams.

○ Feb 2025 - June 2025

PC & Console - Action co-op

GUERRILLA GAMES - Art producer

Collaborated with the art production team on Hunter's Gathering. Responsible for tracking and managing key art assets leading up to content lock. Supporting the art production pipeline by monitoring asset progress, identifying risks, and ensuring dependencies are addressed. Working together to facilitate cross-disciplinary collaboration and ensure a smooth workflow toward project deadlines.

○ Sept 2023 - July 2024

PC & Console - 3rd person action stealth

SICARIA - Level designer

Responsible for leading the team from September until January by making design artefacts, hosting meetings and maintaining the creative direction. From January till July responsible for two levels. Working together with environment artists, level designers and scripted event team to make a cinematic level experience.

Rookies Finalist

Released on Steam with an 81% very positive rating

○ April 2023 - July 2023

PC & Console - 3rd person narrative adventure

METHOD OF LOCI - Producer

Responsible for production, team management and project management. Managed a team of 16 people.

○ Oct 2022 - Jan 2023

PC & Console - Puzzle co-op

DEVIANTS - Game designer

Responsible for the concept vision, general game design and level design of the demo. Designing character abilities and one top-down level for two players to play. Collaboration with 5+ environment artists and programmers.

EXTRA ACTIVITIES

● 2023 - 2024

Student representative

Skills include: data analysis, community outreach, writing, presenting and planning

LANGUAGE

Dutch (Native)
English (C2)
German (B1)

HOBBIES

Reading
Museums
Films