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📍 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

Unreal Engine ● Level design

Quest design ● Adobe CC

Graphic Design

Organization ● Resillience

LANGUAGE

Dutch - Native language

English - Level C2

German - Level B1

HOBBIES

Reading Visiting museums

Cooking and baking

Going to the movies

GILLIAN VOS

Junior Level Designer

GAME PROJECTS

● Sep 2025 - Jan 2026

GUERRILLA GAMES - Quest design intern

Worked on an announced online Horizon multiplayer game. Supported the quest design team.

○ Feb 2025 - June 2025

GUERRILLA GAMES - Art producer intern

Worked on an announced online Horizon multiplayer game. 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

SICARIA - 3RD person stealth

Responsible for leading the team from September until January by making design artefacts and from January till July responsible for the onboarding level design. 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

METHOD OF LOCI - 3RD person narrative

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

○ Oct 2022 - Jan 2023

DEVIANTS - Puzzle co-op

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

EXTRA ACTIVITIES

● 2023 - 2024

Student representative

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

○ 2022 - 2024

Student mentor

Skills include: tutoring game design students, non-judgemental approach to giving feedback, and organising presentations

○ 2021- 2022

Club lead

Skills include: organizing weekly meetings, leading meeting discussions and arranging club templates