



# Colin Berens

## Game Designer/ Unity Developer

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**Location:** Sankt Vith, Belgium

**Portfolio:** [www.colinberens.be](http://www.colinberens.be)

### About me

My name is Colin Berens. I'm a junior Unity Developer and Game Designer. I'm new to the industry. I want to learn a lot from my workplaces so that I can make the best games in the world and leave a mark in the industry.

### Tech Skills

**3D & Animation:** Blender (Modeling, Animating), Maya (Modeling)

**Texturing & Design:** Adobe Substance Painter (PBR Texturing), Photoshop (Concept Designs, UI Design, Art Bibles)

**Game Development & Programming:** Unity, C# (MonoGame, API)

**Databases & Tools:** MSSQL, Excel (Financial Planning, Time Management)

### Languages

German - Native

English - Fluent

French - Intermediate

Dutch - Basic

### Education

**School:** Digital Arts And Entertainment

**Year:** 2023 -2026

**Major:** Independent Game Production

**Courses:** Platform Development, Game Design, Game Art, Game Production, Client Projects

### Soft Skills

-Ability to listen to others and contribute effectively to the team

-Willingness to assist other departments with challenging tasks

-Understanding of all aspects of the game development pipeline

-Ability to present game ideas clearly to a team or audience

-Strong team collaboration and time management skills

-Knowledge of business planning in a game development context

### Game Projects

-Bloxiz – Client Project, 5-person team | Role: Game Designer

-Two Left Jams – Game Jam, 5-person team | Role: Menu Designer, Sound Integration, Team Leader

-Slother – Game Jam, 3-person team | Role: Pixel Artist, Game Designer

-Fastnetic – Solo Project | Role: Game Designer / Developer

-Manta Seas – Solo Project | Role: Game Designer / Developer

### Awards

Winner of the Digital Arts and Entertainment Creaweeek GameJam 2025