Colin Berens
Game Designer/ Unity Developer

Email: colin.berens@hotmail.com
Phone: 00 32 479 70 48 49
Location: Sankt Vith, Belgium
Portfolio: 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

-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 Creaweek GameJam 2025