

Derek Baert

Game Designer &
Programmer

(204) 250-5597

Derek.baert@gmail.com

Links

[Portfolio](#)

[GitHub](#)

[LinkedIn](#)

[Itch.io](#)

About Me

I am a Game Development student at Red River College graduating April 2024 with experience in both Unreal Engine and Unity, and an understanding of object-oriented design and design patterns.

Technical Skills

- ❖ C++, C#, Python, Unreal Blueprints
- ❖ Strong understanding of Mechanic, Challenge and Level Design
- ❖ UML, Design Patterns
- ❖ System Documentation

Tools

- ❖ Unreal Engine, Unity, Godot
- ❖ Visual Studio, VS Code
- ❖ Git, Trello, Notion, Excel

Skills

- ❖ Problem Solving
- ❖ Communication
- ❖ Client communication
- ❖ Adaptability
- ❖ Time Management
- ❖ Critical Thinking

Education

Game Development (Programming)

Red River College Polytech

September 2022 – April 2024

- Developed games in the C++ programming language.
- Developed game projects in both Unreal and Unity engines, following best coding practices.
- Documented game systems for use by other designers and developers.
- Designed game mechanics for a variety of game projects.
- Completed a shipped game as a final term project in a team of 18 artists and programmers.

Business Information Technology

Red River College Polytech

September 2020 – April 2022

- Developed Windows applications in the C# programming language.
- Developed Websites using HTML, CSS, PHP, JavaScript, and Ruby.

Featured Projects

[Rift City Rebels \(Unreal Engine\)](#)

- Designed a playable character for a multiplayer fighting game with a unique moveset and design.
- Designed, developed, and documented subsystems such as manager classes which implemented the Observer Design pattern, a dynamic camera system, and cinematics integration.
- Communicated with a team of programmers and artists to ensure deadlines are met, and work is not blocked by my own tasks.
- Conducted playtesting sessions with a variety of testers, soliciting feedback and incorporating feedback into design decisions.

[Virtual House Tour \(Unreal Engine\)](#)

- Regularly met with client to determine their expectations for the project, and balance these with the time available.
- Developed software to highlight client's custom home building service, allowing the user to dynamically change elements of the house.
- Developed multiple navigation options to allow for ease-of-use accessibility.
- Worked with Unreal Engine's Pixel Streaming plugin to allow for cloud hosting.
- Communicated with teammates to ensure deadlines are met, and work is not blocked by my own tasks.
- Conducted playtesting sessions with a variety of testers, soliciting feedback and incorporating feedback into design decisions.

Work Experience

Level Designer

April 2024 – Present

Electric Monk Media

Winnipeg, MB

- Designed and present preliminary level designs based upon the constraints and prompts provided by the Lead Developer and design team.
- Greyboxed and develop levels based on the preliminary design, organized for the art team to replace placeholders with finished assets.
- Implement game and puzzle mechanics consistent with pre-existing designs and constraints as well as thoughtful use of enemy placement to reinforce core gameplay mechanics.
- Communicated specifications and coordinate art assets with the design team to build creative looking, functional software.
- Worked closely with the Programmer(s) and other staff to organize projects, to create and coordinate efficient workflows, and to manage deadlines.