

# Jakob Quaade

## Design & Programming

---

### Jakob Quaade

Ørestads Boulevard 34A  
2300 København S

(+45) 26 81 88 05  
jakobquaade@gmail.com

---

### Summary

Skilled and passionate Game Designer with a strong expertise in C# programming and Unity game development. Over 10 years of experience designing and implementing captivating gameplay mechanics and engaging user experiences. Proficient in all stages of game development, from concept ideation to final release. A creative problem solver, team player, and avid gamer dedicated to delivering exceptional gaming experiences.

---

### Technical Skills

- Game Design: Combat design, level design, player progression, balance, gameplay systems.
- Programming: C#
- Tools: Unity Engine, Visual Studio, Git, Notion.
- Other Tools: Audacity, GIMP, Paint.net, Excel, Game Maker, Unreal Engine

---

### Experience

---

#### Rushdown Revolt - Vortex Games / Game Design, Programming, Level Design, etc.

September 2020 - Present

- Worked with interdisciplinary teams to produce content updates including new characters, systems, game modes, levels, etc.
- Worked on combat design and implemented updates to maintain game health, balance feedback, mechanical changes, reworks and bug fixes in response to player feedback.
- Did spot work on VFX, Sound Design, Animation, UI Implementation.
- Designed and implemented new content such as levels and characters using existing resources.

#### Independent Game Development

January 2016 - September 2020

- Independently worked on experimental games in Unity & Game Maker
- Participated in multiple 48 hour Game Jams.
- Maintained game development work alongside other jobs.

#### Press Play / Internship

September 2015 - December 2015

- Worked with the game design team on level design, play testing, and ideation on an unnamed prototype.

---

## Education

---

2013 - 2016, AP Datamatiker, Spil specialisering, Dania Academy.