

Jakob Quaade

Design & Programming

J Quaade

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Portfolio: quaade.github.io

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Summary

Multidisciplinary 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.

My portfolio can be found at [Quaade.github.io](https://quaade.github.io)

Technical Skills

- Game Design: Game Design, Combat design, player progression, balance, gameplay systems, tool development
 - Level Design: Blockout, Kitbashing, Lighting
 - Programming: C#
 - Tools: Unity Engine, Unreal Engine, Visual Studio, Git, Notion, Jira.
 - Other Tools: Audacity, GIMP, Paint.net, Excel, Game Maker
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Experience

Contractor - Rockstar / Game Design, Programming, Tooling.

April 2025 - December 2025

- Project under strict NDA.

Rushdown Revolt - Vortex Games / Game Design, Programming, Level Design, Unity3d.

September 2020 - 2024

- Worked with interdisciplinary teams to produce content updates including new characters, systems, game modes, levels, etc.
- Designed and implemented core combat mechanics, as well as updates to maintain game health, balance feedback, mechanical changes, reworks and bug fixes in response to player feedback.
- Implemented new levels and play areas from ideation to blockout and lighting, including levels made entirely from kitbashed assets with no budget
- 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
- 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.