

STEFAN KWAK

Systems Designer

PROFILE

I am Stefan Kwak, I am currently pursuing my bachelor's degree in 'Game Design and Production' at Breda University of applied sciences and set to graduate July 23. I am currently developing a new game and studio aimed for a 2024 release.

I have over three year of Game Dev experience working in teams up to 30 people. As a systems designer I have been specializing towards NPC/AI design, implementation, testing and iteration in collaboration with multi-disciplinary teams.

CONTACT

WEBSITE:
<https://stefankwak.com/>

EMAIL:
Stefan.kwak@gmail.com

EDUCATION

Creative Media & Game Technologies

2019 - 2023

- Breda University of Applied Sciences
- Bachelor of Science
- Specializing in Systems Design

Internship Abroad to New Zealand

2019

- At "Waggs Auto Group"
- During study as car mechanic at Deltion Zwolle

WORK EXPERIENCE

Child of Lothian | AI Designer

09/2021-06/2022

- Concepted, designed and implemented NPCs, including enemies and a bespoke spatial awareness system.
- Created AI tools for Level Design.
- Developed in UE4 using blueprints, Behaviour Trees, AI Perception and EQS.
- Published on Steam.

Osakabe | AI Designer/Lead Designer

12/2020-06/2021

- Concepted, designed and implemented NPCs
- Developed in UE4 using blueprints, Behaviour Trees, AI Perception and EQS.
- Narrowly worked together with the AI programmer.

SKILLS

System Design

- Concepting & prototyping
- Design documentation
- Implementation

Unreal Engine

- Blueprinting
- Behaviour Trees (and other AI systems)
- Basic tech-art (Setting up Animation blueprints and Material blueprints)

Languages

- Dutch - Native
- English - Fluent