STEFAN KWAK

Game 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 working on 'ADRIFT' as an indie solo developer.

I have four years of game development experience working in multi-disciplinary teams of up to 30 peers. As a very technical person I have specialized in the design and implementation of complex systems such as NPCs and their AI on previous projects. However, with my work as a solo developer on 'ADRIFT' I have a very broad base of experience in many areas of game development, from project planning to custom C++ UE tools, from art direction to procedurals content/landscape generation.

CONTACT

WEBSITE:
https://stefankwak.com/

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EDUCATION

Creative Media & Game Technologies
2019 – 2023 (year of expected graduation)
- Breda University of Applied Sciences
- Bachelor of Science
- Specializing in Systems Design

Internship Abroad in New Zealand
2019
- At "Waggs Auto Group" in Masterton
- During study as car mechanic at Deltion Zwolle

WORK EXPERIENCE

ADRIFT | Solo Developer
06/2022 – Present
- Researching, planning and prototyping to establish creative concepts and design.
- Developed in UE5 using blueprints and C++.
- Working solo has given me a great understanding in not just what goes into the different areas of game development but also how they connect and tie in with each other!
- In active development, more info is available on request.

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.
- Worked as both the PO and Design Lead.

SKILLS

System Design
- Concepting & prototyping
- Design documentation
- Implementation

Unreal Engine
- Blueprinting & C++
- Behaviour Trees (and other AI systems)
- Broad knowledge of features (including some undocumented Beta and Experimental)

Languages
- Dutch – Native
- English – Fluent