Stefan Kwak

Game Designer

The Netherlands
StefanKwak.com
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Creative problem solver who can work and tackle issues outside their area of expertise through rational research, prototyping and iteration processes.

Broad understanding on how underlying elements connect from Solo-dev experience. Going beyond design and also covering business and production.

Empathetic collaborator with additional experience in guiding, mentoring and supervising students/projects as a Game Design & Production instructor.

Skills

Unreal Engine - Visual Scripting, Rapid Prototyping, Scalable Practices
Design - Sketching & Concepting, Documentation, Iterative Implementation
Production - Mentoring, Planning, Pitching, Excel, Jira
Languages - Dutch (native), English (fluent)

Experience

S . K . 9 . 8 Owner/Solo-dev
06/2022 - Present, The Netherlands

As SK98 I've worked on ADRIFT from the initial research and concepting to implementation and polish in **Unreal Engine 5**. Besides development I've also worked on **Biz-dev, planning, pitching** and **organizing events** such as a booth in the Gamescom indie hall.

Breda University of applied sciences Instructor
08/2023 - 08/2025, BREDA, The Netherlands

As an instructor I provided guidance to the 2nd year students at the highly rated Game Design & Production course. Responsibilities ranged from personal **1-on-1 feedback** sessions, **mentoring** retake students, first-point-of-contact for student teams, **presenting** information and contributing to the **preparation of the projects** and briefs.

Child of Lothian AI Designer
09/2021 - 06/2022

As an AI Designer I was responsible for the NPCs from concept until polish. **Implementation** included a bespoke spatial awareness system, Behaviour Trees as well as **tools** used by level designers to create content. I worked directly together with the **character artists and animators** on the project.

Osakabe Lead Designer/AI Designer
12/2020 - 06/2021

As a **PO and Design Lead** I oversaw the project as a whole to **maintain consistency** while also **implementing** the enemy AI behaviour.

Education

Creative Media & Game Technologies (Game Design & Production)
2019 - 2023 Breda University of applied sciences
Bachelor of Science, Specialized in Systems (/Tech) Design