

# RUBEN RUNHARDT

GAMEPLAY DESIGNER

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## EXPERIENCE

2012-2016

### GAME DESIGN AND PRODUCTION BACHELOR

NHTV Breda International Game Architecture and Design  
Graduated Cum Laude

Jan 2015 – Jun 2015

### Concept Development

 in cooperation with Radboud University, Nijmegen.

I created an experimental game concept based on three studies to help obese teenagers as specialisation project.

2015 – Present

### VANGUARD GAMES / FORCE FIELD XR / VERTIGO STUDIOS AMSTERDAM

Sep 2015 – Jun 2016

Design Intern

Jun 2016 – Dec 2017

Junior Designer

Jan 2018 – Dec 2019

Game Designer

Jan 2020 – Mar 2024

Senior Game Designer

Mar 2024 – Current

Principal Gameplay Designer

## GAMES

Sep 2015 – Nov 2016

### LANDFALL

Responsibilities: Level Design / Gameplay Design / Prototyping

Nov 2016 – May 2017

### TERM1NAL

Responsibilities: Level Design / Prototyping

Jun 2017 – Aug 2019

### TIME STALL

Responsibilities: Level Design / Gameplay Design / Prototyping

Aug 2019 – Nov 2019

### NATIONAL GEOGRAPHIC EXPLORE VR

Responsibilities: UX Flow / Level Design

Nov 2019 – March 2021

### UNRELEASED AAA GAME DEMOS (NDA)

Responsibilities: Gameplay Design / Prototyping

March 2021 – Nov 2021

### ASSASSIN'S CREED: NEXUS VR

Responsibilities: Gameplay Design / Prototyping

Nov 2021 – Nov 2024

### METRO: AWAKENING

Responsibilities: Gameplay Design / Prototyping / Mentoring

Nov 2024 – Current

### AAA VR TITLE (NDA)

Responsibilities: Gameplay Design / Prototyping / Mentoring

## SKILLS

Proficient

Unity, Photoshop, Office, JIRA

Advanced

Confluence, Unreal Engine (4/5)

Besides these, I am **computer savvy** and enjoy learning new software.

Languages:

**Dutch:** Native tongue

**English:** Fluent

## OTHER INTERESTS

Video Games

**Favourite genres:** Roguelikes, Action-Adventure, MMOs.

I also enjoy playing a variety of **board games**, such as Azul and Wingspan

Creativity

General hobbies include cooking, (pixel) art, hobby game dev and building with Lego.