MICHAEL
VAN DER SANDEN

PROFESSIONAL INTERESTS

Taking on creative challenges
Discovering new systems and ways of working
Creating peace in chaos
Combining technology with creative freedom

PERSONAL INTERESTS

Playing and creating music for choir and band
Reading and writing stories
Hobbying (any craft project I can get my hands on)
Dungeons and Dragons

STUDIES

HKU Game Design | 2022 - NOW

Fontys HBO ICT 1st semester | 2021

Luzac College Eindhoven HAVO, course N&T | 2020

FCE English Exam | June 2017

CONTACT

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in @MichaelvanderSanden

SKILLS

- Utilizing game feel and flow to effectively convey the game world to players.
- Writing compelling and believable stories, ranging from individual characters to entire worlds.
- Deconstructing those stories and transforming them into engaging quests.
- Breaking down projects into manageable segments.
- Prioritizing tasks to determine what should and shouldn't be tackled.
- Conducting efficient team meetings.
- Willingness to 'kill my darlings' when necessary.
- Analysing problems and devising gamified solutions.
- Rapidly prototyping and iterating designs.
- Designing and integrating UI elements into the game world.
- Coding game mechanics in C# using Unity.

Gameplay design

Narrative design

Quest design

Level design

Unity

RELEVANT WORK EXPERIENCES

Project in collaboration with Sherlocked | Feb - June 2024
The most current project I'm working on: A sequel to one of Sherlocked's escape cases

General board member and treasurer of youth association | July 2023 - NOW

Project in collaboration with Fungi to Bee | April - May 2022