



# MICHAEL VAN DER SANDEN

NARRATIVE QUEST/ GAME DESIGNER



## 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,  
band and brassband  
Reading and writing stories  
Hobbying (any craft project I can get  
my hands on)  
Dungeons and Dragons

## STUDIES

HKU Game Design | 2022 - 2026  
Graduated with Honours

Fontys HBO ICT 1st semester | 2021

Luzac College Eindhoven HAVO,  
course N&T | 2020

FCE English Exam | June 2017

## CONTACT



<https://michaelvdsanden-design.nl/>



[michael.mvdsanden@gmail.com](mailto:michael.mvdsanden@gmail.com)



@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.

Narrative design

Gameplay design

Quest design

Level design

Unity

## RELEVANT WORK EXPERIENCES

Internship at Wanderlost Interactive | Feb - July 2025  
Working on an unreleased title

Project in collaboration with Sherlocked | Feb - June 2024  
A sequel to one of Sherlocked's escape cases

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