

Simon Verrelst

Technical Game Designer

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About

I'm a technical game designer: half designer, half programmer. Right now I work on Hunt!..Showdown at Crytek, where I design and build gameplay features. What I enjoy most is taking a tricky design problem and turning it into something that actually feels good to play.

What I'm good at

- **Design and building it:** working on a live service game taught me how to take a feature from a rough idea all the way to something players get their hands on.
- **Programming and scripting:** gameplay code in C++ and C#, plus visual scripting in Unity, UE4 and CryEngine.
- **Tech:** DirectX 11, PhysX, SDL2 and ImGui; Perforce, Git and PlasticSCM; VR on Meta Quest, Oculus Rift, HTC Vive and Valve Index.
- **Also:** I know my way around the art pipeline (3ds Max, Blender, Substance Painter, Photoshop) and motion capture (UE4 Live Link Face, Faceware).

Work

> Technical Designer, Crytek

Aug 2023 - now

- I own new gameplay features on Hunt!..Showdown and see them through from first idea and design to implementation and release.
- I design and build weapons and equipment in C++ and our in-house scripting tools, and make sure they fit the game's 1890s setting.
- I've rebuilt some of the core gameplay systems, which made new features quicker to make and better once they ship.

> Junior Technical Designer, Crytek

Apr 2022 - Aug 2023

- Designed and built gameplay features like weapons, equipment and other systems.
- Wrote gameplay scripts in our in-house tool, and C++ for new features.
- Made content for live events and seasonal updates together with the senior designers.

> Game Developer, MoonMonster Studios

Feb 2021 - Sep 2021

- Built gameplay systems and did technical art for the VR game Space..Control.
- Designed and programmed VR mechanics, and worked on VR experiences for business clients.
- Worked on a VR interaction framework.

School

> B.Sc. Digital Arts & Entertainment (Game Development)

Howest, Kortrijk, Belgium (2021)