



JAKUB PETR

GAME DESIGNER

ABOUT ME

Technical Game Design Professional that enjoys creation of game systems that bring joy and excitement to the players. I'm action-oriented and enjoy coming up with creative solutions.

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jakub.petr117@gmail.com

jakub-petr.com

[linkedin.com](https://www.linkedin.com)

ACADEMIC HISTORY

Creative Media and Game Technologies B. Sc

Aug. 2021 - now

- Breda University of Applied Sciences (The Netherlands)
- Design And Production Track

Programming for Game Development PC & VR

Aug. 2017 - Jun. 2021

- Smíchovská střední průmyslová škola (Czech Republic)
- Focus: IT

SKILLSET

Experienced

- Game design & processes
- Unreal Engine
 - Blueprint visual scripting
- Prototyping & Iteration
- Design documentation
- Jira
- Perforce
- Microsoft Office

Intermediate

- Godot Engine
 - GDScript
- Unity
 - C#

EXPERIENCE

Age of Wonders 4 - Season Pass 2

Sep. 2024 - now
Internship

Game Designer

- Designing over a dozen tactical combat maps
- Designing and implementing various combat effect
- Co-designing new in game research
- Co-designing and implementing new units
- More design work that is currently under NDA

Atan

Aug. 2023 - now
University Project

Technical Game Designer, Design Lead

- Building a complex player anchor system.
- Designing the player climbing dynamics.
- Facilitating teamwork and keeping the design vision for a team of 37 people.

Iron Line

Apr. 2023 - Jun. 2023
University Project

Technical Designer, Design Lead

Published on Steam with "mostly positive" reviews

- Designed and implemented the progression system.
- Created menus for turret purchasing and upgrading.
- Build an UI wireframe and implemented UI art.
- Designed the turret upgrades.
- Designed the weight system.
- Managed teams design documentation.







RTS Unit Controller

Nov. 2022 - Jan. 2023
University Project

Technical Designer

- Created a system for selecting and commanding various unit types in the likeness of Age of Empires 2 DE.
- Crafted a simple AI for units.
- Created RTS camera controls similar to Age of Empires 2 DE.

If you want to read more about my projects I recommend taking a look at my website.

ACHIEVEMENTS	EXTRA-CURRICULAR ACTIVITIES
<div>  <div> Won Best Student Game October 4th, 2023 Dutch Game Awards </div> </div> <div>  <div> Nominated Best Game Design October 4th, 2023 Dutch Game Awards </div> </div> <div>  <div> Nominated Best Student game May 23rd, 2025 Bafta </div> </div>	<div> <div> Giving lectures about game programming at a high school in Prague </div> <div>2018 - 2021</div> </div> <div> <div> Creation of content for an AR educational applications for a high school in Prague </div> <div>2018- 2021</div> </div> <div> <div> Creation of commercial AR applications <ul style="list-style-type: none"> AR Museum - AR application for T.G.M Rakovník Museum ARCHAIA - AR application for an archeological book </div> <div>2022 - 2023</div> </div>
LANGUAGES	CALL TO ACTION
<div> Czech Native </div> <div> English Fluent </div>	<p>If you have any questions regarding my resume or want to chat design? Please feel free to reach out.</p> <div>  jakub.petr117@gmail.com </div> <div>  +420 773 616 864 </div> <div>  linkedin.com </div>
INTERESTS	
<div>Games & board games</div> <div>Game jams</div> <div>Movies</div> <div>Sports</div> <div>Bouldering</div>	