

Demian Blok

Technical Game Designer

 demianblok.nl

 demianwolfblok@gmail.com

 linkedin.com/in/demian-blok

 The Netherlands

Technical game designer passionate about creating the mechanics and systems that make a game fun to play, with experience in Unreal Engine, player mechanics, movement systems, combat, enemy AI and animation-driven systems.

Experience

I.C.A.R.U.S. Technical Game Designer 2026 Team of 16 BUas

- Designed and implemented 6 distinct enemy types, their shared architecture and positioning systems
- Designed a data-asset driven movement framework containing 4 movement modes, 3 impulses, custom gravity and velocity curve driven impulses.
- Collaborated with designers, artists, programmers and a producer to create an engaging gameplay experience
- Composed the soundtrack and built a dynamic music system in MetaSounds

Ghost of Tsushima Combat Template Solo Developer 2025/2026 BUas

- Modular and scalable third-person combat framework containing movement, attacks, dodge, block and parry, root motion systems and animation notifies
- Enemy AI on behaviour trees reusing the player's combat components

Portfolio

For more projects, please check out my portfolio

- demian-blok.nl

Trust Marketing Sales Manager 2022 – Present

- Lead a team of reps selling charity subscriptions and train new employees

Skills

Engine	Unreal Engine 5, Blueprints, State Trees, Behaviour Trees, EQS, Animation Blueprints, MetaSounds
Design	Character controllers, combat, enemy AI, 3C's, frame data, playtesting, feature specs
Tools	Perforce, Jira, Miro, Blender, DaVinci Resolve

Education

Breda University of Applied Sciences 2024 – 2028

Creative Media & Game Technologies | Design & Production