

DAVID DERUITER

(517) 648-4966 | deruit18@msu.edu | davidderuiter.com

OBJECTIVE

I am a Producer and Game Designer seeking opportunities professionally.

EDUCATION

Michigan State University
East Lansing, MI

Expected graduation December 2020

B.A. Media and Information | Minor in Game Design and Development
Ranked #7 in undergraduate game design programs by *Princeton Review*

PROFESSIONAL EXPERIENCE

Games for Entertainment and Learning Lab | Game Designer
East Lansing, MI

May 2019 - Present

Village Builder | Designer

A real-time-strategy game developed for children in Africa who are HIV/malaria affected

- Designed gameplay systems to exercise executive functions of the brain
- Explored ideas for theming a real-time-strategy game in an African setting for kids
- Communicated with clients regarding their research study and progress updates
- Created a paper prototype to test initial systems before full development took place

Health Alliance Plan of Michigan CheckUp Rewards | Lead Designer

A rewards app that uses gamification theory to encourage Medicare users to go to their appointments

- Designed a rewards system using gamification theory
- Created a wireframe prototype using Adobe Experience Designer
- Presented our design to clients at the HAP headquarters in Troy, Michigan
- Communicated with clients regarding implementing our experience into their current system

RELATED COURSEWORK

Capstone with High Moon Studios | Producer, Lead Designer

January 2020 - May 2020

An arena-style first person shooter where players evolve the map as the game progresses

- Produced and led a 10 person team to develop a full experience in 5 months
- Made final design decisions regarding gameplay mechanics and UI
- Wrote up a roadmap that covered the entire course of the project to keep tasks organized
- Headed meetings with mentors from High Moon Studios for progress updates

Undead Postal Service | Producer, Lead Designer

March 2019 - December 2019

A metroidvania where you play as a postwoman delivering mail during the zombie apocalypse

- Produced and led a 9 person team over a 6 month duration to create a polished portfolio piece
- Communicated with art and programming teams to design fun and innovative game mechanics
- Planned and led team meetings that included progress updates and going over the agenda

SKILLS

Unity Engine, Agile Methodologies (Scrum), JIRA, Adobe Photoshop, and Microsoft Office Suite

HOBBIES

Avid gamer, member of MSU's game development club *Spartasoft*, collector of limited video game soundtracks on vinyl record, and snowboarder. I also took 5 years of German, and went to Germany on an exchange program.