Robbert Sloof

Narrative Game Designer

I'm a **Narrative Designer** that loves weaving story into the **environment, mechanics, and player interactions**, allowing players to intuitively piece together the narrative without having to rely (much) on dialogue. This way, the story complements the gameplay rather than interrupting it, letting players stay immersed in the experience.

Contact

Portfolio
Mail: Sloofrobbert@gmail.com
LinkedIn: in/RobbertSloof

Skills

- **Narrative Design** | Worldbuilding, Quest Design, etc.

- **UX Design** | Accessibility, Ergonomy, etc.

- **Documentation** | Design Documents, Communication, etc.

- **Prototyping** | Programming, Playtesting, etc.

- **Dutch (Native) | English (Fluent)**

Software

- **Unity**
- **Ren'py**
- **Github**
- **C#**
- **Python |** Base Understanding
- **JavaScript |** Base understanding

- **Office**
- **Miro**
- **Obsidian**
- **Jira**

Education _____

Creative Media & Game Technologies (Game Design)
- Bachelor's Degree
- HKU (Hogeschool voor de Kunsten Utrecht)
- 2023 - Present

Work Experience_____

Cleaner
- Asito | Landal Reeuwijk
- Jul 2022 - Aug 2023

Support Staff
- Bouwmaat | Gouda
- Jun 2024 - Present

Certificates_____

International Baccalaureate (IB)
- IB Diploma Programme
- 2023

TTO Junior Certificate
- 2023

Interests_____

When I'm not making games, you'll probably find me playing them. I'm drawn to **strategy games, narrative-driven adventures,** and anything with a **unique twist**. Favorites include **Inscryption, Baldur's Gate 3, and Omori.**

I also love getting lost in a good **Dungeons & Dragons** session, going on long **walks**, or just spending time with friends, whether we're gaming or doing absolutely nothing in particular.