Jens Breuker

Senior Game- & Level Designer

"Passionate Game Designer, Space Nerd, Architect of Fun, Storyteller, Creator of Worlds and Seeker of Knowledge"

Contact

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Online

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Website
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Languages

Deutsch
Main Language

English
fluent

Intro

Experienced Game Designer with over 13 years in the games industry. Focused on prototyping, level, quest, and mission design. Lead Game Designer of the Townsmen series – from mobile to PC and console.
Strong in gameplay mechanics development, worldbuilding, content creation, and UX design. Team-oriented, organized, passionate, creative, and motivating.
Always seeking new knowledge and creative challenges.
Currently employed at HandyGames Studios GmbH in Giebelstadt.
Looking for new knowledge and challenges in an inspiring environment.

Education

2007-2010 — **Game Designer - Abschluss Bachelor of Science**
MD.H – Media Design Hochschule für Design und Informatik, Düsseldorf

2015 — **Trainer certificate**
AdA - in Mediengestaltung Digital und Print, IHK Würzburg

2024 — **User Experience Manager**
UX Management Zertifikat , IHK Würzburg

Work Experience

2025-Jetzt — **Wolke 7 GmbH,** 48431 Rheine
Part-time / Event Assistant (Sales) / Web Design

2022-Jetzt — **HandyGames Studios GmbH,**
97232 Giebelstadt — Senior Game Designer
Main Responsibility: Level & Gameplay Design

2012-2022 — **www.Handy-Games.com GmbH,**
97232 Giebelstadt— Senior Game Designer

Skillset

Game Design
- Level Design (2D & 3D, Greyboxing, Set Dressing)
- Quest & Mission Design
- Systems & Mechanics Design
- Narrative Design & Storytelling
- Monetization Concepts (F2P, IAP, Consumables)
- Design of innovative game mechanics and rules
- Visual scripting with various scripting languages (Playmaker, Lua, XML, JSON, etc.)

Analytics & Testing
- Balancing & Game Testing
- Feature Prototyping and Iteration
- UI / UX Design and
- UX Audits
- Target Audience Analysis
- Google Analytics & KPI Evaluation

Project Management
- Project Coordination
- Gantt Charts
- Game Design Documentation (GDD) in Confluence
- Multi-Platform Development
- SCRUM Project & Sprint Management (Jira)
- Live Ops & Content Updates
- Game Funding (Applications, Prototypes, Vertical Slices, Documentation)
- Tutoring / Mentoring of Junior Designers

Software Expertise

Game Engines & Editors
- Unity 3D
- Cocos 2DX
- Unreal Engine 5
- CryEngine 2
- Creation Kit
- Company of Heroes World Editor
- Gambryo Engine
- Gamemaker

Project management
- Confluence & Jira
- Articy Draft
- Agganty
- SCRUM
- Redmine
- Hubspot
- Perforce / Tortoise HG

Scripting
- Lua
- XML / JSon
- Playmaker
- C#

Design
- Photoshop / Gimp
- Figma / Adobe XD
- Blender / 3DS MAX

Game Projects

Released
- Townsmen Mobile
- Townsmen A Kingdom Rebuilt (Remastered Version PC/ Konsolen)
- Townsmen AKR – The Seaside Empire (Expansion)
- Rocket Island
- Devils & Demons
- Devils & Demons Arena Wars (Expansion)
- 1941 Frozen Front

Vertical Slices
- Townsmen Expeditions "Prototype"
- Codename Eisenfaust "Prototype"

In Production
- Codename Eisenfaust (AT)

Additionals

Qualifications / Awards
- Certified First Aider (Red Cross)
- Winner of the 2008 nationwide GameON "World in Conflict" modding contest, hosted by GameStar, Vivendi, and Intel
- Booth supervision and management at Gamescom 2018
- Guest speaker at a 2018 Meetup at Setlog GmbH – "My Job as a Game Designer"

Hobbies
- Gaming
- Sports (Swimming, Gym)
- Urban Gardening
- Traveling
- Photography