

SEBASTIAAN ALEXANDER BUWALDA

GAME PRODUCER/ TECH DESIGNER



SUMMARY

Sebastiaan is a game producer passionate about incorporating **high-art concepts** and methods into the game industry. With a background in **production/team management**, **game design**, **applied arts**, and **programming**, Always eager to step outside their comfort zone, Sebastiaan strives to innovate and elevate the medium of games.

WORK HISTORY

Producer, Co-Founder, Narrative Designer at Nifty Llama Games — June 2023 - 2025

Co-founded and led the studio, focussing on In Our Nature, a narrative game with historical and philosophical themes. **Secured near €50.000 in grants for the studio.** Crafted the story and implemented lines of dialogue using **Articy**. Designed and programmed new systems, such as a dynamic personality type system with **Unreal Blueprints**.

Freelancer at Studio Buwalda — September 2023 - 2025

My own studio, made small games for clients, such as recognizing narcissism in a relationship and using dark design patterns to improve people lives.

Virtual Reality Specialist at Tomtit Films — 2022 (besides master's degree)

Advised and assisted with Barbara Visser's documentary Alreadymade, filmed in VR Chat, assisting the actors and providing VR expertise.

Programming intern at House of Secrets — 2017 - 2018

Worked on KIN, the first original IP for the studio. Created new NPCs for the game and created the Non VR port of the game using **Unity, C# and Oculus Tools**.

EDUCATION

Hoge School Voor De Kunsten Utrecht - Master's Crossover Creativity, 2022 - 2023

Use of a creative crossover of game design skills, philosophy, and lived experience to solve the shame problem as defined by J.P. Sartre in young people with a motor disability. Wrote a thesis on this titled **RECLAIM YOUR SHAME** and developed educational games on the topic.

Breda University Of Applied Sciences - Game Design & Production, 2018 - 2022

Learned to develop games at a **AAA level** and gained experience leading **large teams** as a producer. Successfully led a team of 16+ people on the game **TIL NORD**, which reached **over 310,000 downloads and 84% positive reviews on Steam**. Ensured clear communication within the team, set effective goals, and established strong priorities, using **Jira and Scrum..**

Fontys Tilburg — Minor Kunst en Creatie, 2021 - 2022

Completed a minor as a foundational introduction to various art forms, including performance, photography/video, and installation art. This was the first time working with lived experience as a creative and conceptual source.

Date of birth:

17/04/1997

Place of Residence:

'S Hertogenbosch

Languages:

- Dutch (C2, Native)
- English (C2, Professional)

Website:

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Game Development Software:

- Unity
- Unreal Engine
- GameMaker Studio
- Visual Studio
- Github
- Perforce
- Blender
- Autodesk Maya

Other Software

- Da Vinci Resolve
- Adobe Photoshop
- Paint dot net
- Microsoft Office Suite
- Google suite