

# David Van Drunen

Bringing people together with fun!

TheArtLion@gmail.com || live:theartlion 



## EDUCATION ~ Adv. Diploma **Game Art & Design**



Game design theory, solo and team projects, physical and digital asset creation for tabletop and video games.

## PUBLISHED DESIGNS



Worked with Conor McGoey to **quickly support** preproduction, and met **deadlines** while maintaining the quality of design.

Over **2000** backers on Kickstarter. *INSIDE UP GAMES: Feb. 2021*



Created content and assisted art direction for the Kickstarter campaign to **clearly communicate** the game in video, pictures, and text.

*ANALOG GAME STUDIOS: Nov. 2018*

## IP EXPERIENCE

Lead Game Designer ~ (To Be Announced) *BLACKLIST GAMES: May ~ Aug. 2023*

Designed two sequels with new IP within game system. Rebalanced fighting mechanic.



Lead Game Designer ~ "Buddy Cop: Lucha Libre" *BLACKLIST GAMES: Apr. ~ June 2022*

Designed two sequels with new IP within game system. Developed thematic scenarios and updated card UI.

Game Designer ~ "Neverland" *JELLYBEAN GAMES: May ~ Nov. 2021*

Worked with existing art assets and designed a new game in the IP of *Peter and Wendy* by J. M. Barrie.



TTRPG Writer ~ "Hero Tails" *HERO TAILS MINIATURES: Feb. ~ Nov. 2021*

Created a story-world and 18 character bios for the minis in their animal fantasy IP.



## INDUSTRY EXPERIENCE

Lead Game Developer ~ (To Be Announced) *PANDASAURUS: July ~ Apr. 2022*

Enhancing thematic connections to game mechanics. Developing organic on-boarding for new players. Exploring avenues for expansions and stretch goals.



Game Developer ~ "The Wolves" *PANDASAURUS: Jan. ~ Apr. 2022*

Assisted the Lead Developer, Alex Cutler, on an upcoming game by *Pandasaurus Games*. Game experience refinements: game pacing, decision distribution, and the addition of a 2-player mode.

Lead Game Developer ~ "Tricky Business" *JELLYBEAN GAMES: July ~ Nov. 2021*

Assisted with design and digital prototype creation. Streamlined required components and oversaw review sessions.

Operations Manager *JELLYBEAN GAMES: May ~ Nov. 2021*

System creation and maintenance for improved efficiency of staff tasks and projects.



Logistics Coordinator *JELLYBEAN GAMES: Jan. ~ Apr. 2021*

Oversaw daily operations and coordinating between Jellybean Games, printers, and distributors.

Game Expert *SNAKES & LATTES - BOARD GAME CAFÉ: Oct. 2017 ~ Feb. 2018*

Indepth knowledge of over 300 tabletop games, game teaching, and problem solving.

