

BELIAN DEZSI

GAME DESIGNER



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PROFILE

I am a passionate and hard-working Game Designer graduated from Breda University of Applied Sciences (BUas). With a strong technical foundation built **over four years of experience in Unreal Engine**, I specialize in system design.

RELEVANT EDUCATION

Game Design & Production (Bachelor's)

Breda University of Applied Sciences

2022 - 2026

TEAM PROJECTS

DREADTOME - Game Designer

University Project - 2025

Team Size: 25 | Timeline: 24 Weeks

Unreal Engine 5 | Steam Release

- Prototyped core 3Cs, weapon and ability systems.
- Contributed to level design concepts and layouts for interconnected sections and player flow.
- Built the Settings Menu: gameplay, video, accessibility, and audio.
- Optimized settings configuration, saving, and menu performance.

FREEZING FRICTION - Game Designer

University Project - 2024

Team Size: 17 | Timeline: 12 Weeks

Unreal Engine 5 | Itch.io

- Designed a modular enemy movement system based on player position and vision.
- Built a flexible difficulty manager based on boss kills, with customizable or auto-scaling levels.
- Customized a third-party leaderboard plugin for server-based data push/pull.

OTHER PROJECTS

FISH CAKE - Solo Dev

University Project - 2026

Team Size: 1 | Timeline: 2 Weeks

Unreal Engine 5 | Itch.io

- Designed, programmed and made all assets for the game.

Goblin Crusade - Solo Dev

Graduation Project - 2026

Team Size: 1 | Timeline: 5 Months

Unreal Engine 5 Multiplayer | Pending Publish (Steam)

- Designed and programmed the game.
- Made most art assets.

SKILLS

GAME DESIGN

- Research
- Prototyping and Iteration
- Game Design Documentation
- 3Cs and UI Design

PROGRAMMING

- Visual Scripting (UE Blueprints)
- Basic Programming (Unity C#, Python)

ART & ANIMATION

- 3D Modeling (Blender) & Basic 3D Animation (Unreal Engine)
- Basic 2D Animation
- Adobe Photoshop, Substance Painter, Illustrator, Procreate

ENGINES

- Main Engine: Unreal Engine
- Unity, RPGM, Ren'Py

PRODUCTION & VERSION CONTROL

- Jira, Codecks, Trello, Miro, Canva
- Perforce, Diversion, Git
- Office 365

LANGUAGES

- English - Fluent
- Hungarian - Fluent
- Spanish - Medium