

# Stef Felix.

game designer,  
prototyper,  
problem solver.

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date of birth 14/10/1998

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residence Ghent, BE



*“We were particularly impressed by Stef’s ability to conceive **innovative game mechanics** and translate them into **structured prototypes**. His **sharp insights** and strong **problem-solving skills** consistently refined the concepts.”*

— Mike Coeck,  
CEO at Cybernetic Walrus

## Digital skills.



## Competences.

Game design	Source control
Level design	Design thinking
Prototyping	UX design
Narrative design	Gameplay design

## Languages.

Dutch	██████████
English	██████████
French	██████████

## Employment history.

2024 - Current

**Game Designer**

Cybernetic Walrus, Antwerp

2024

**Gardener**

De Wereld van Kina, Ghent

2023

**Game Designer**

Internship — Triangle Factory, Ghent

2020

**Art director / copy writer**

Internship — DDB, Brussels

2015 - 2016

**Database management**

PXL, Hasselt

## Education.

2020 - 2023

**Bachelor in Digital Arts & Entertainment**

**Graduated with honors in Independent Game Production**

Howest University of Applied Sciences, Kortrijk

2016 - 2020

**Bachelor in Visual Arts**

**Graduated in Advertising**

LUCA School of Arts, Gent

January 2019 - July 2019

**3D Trajectory**

LUCA School of Arts, Gent

High school — Graduated in 2016

**Human Sciences**

Virga Jesse College - Hasselt