

Gaël Mulders - Game Designer

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 gael-mulders.be

 [@siamoir.bsky.social](https://siamoir.bsky.social)
siamoir-gm.itch.io

Skills

Software

Photoshop
Visual Studio code
Office Suite / Libre Office
Figma

Engines

Unity
Unreal 5
Godot 4
Construct 3

Prog. languages

JS / HTML / CSS / PHP / SQL
Python
C# / BluePrint

Soft skills

Good listener
Adaptability
Ready for challenge
Analytical mind

Projects

Video Games

06/2026 - [Bienvenue à Grez-Monsart](#)

08/2025 - Game jam : [Clockastle](#)

Aside Projects

12/2025 - Card Creator : [cartomancer.online](#)
(Team of 5 - Web master - Producer - Support)

VTTRPG - Game

02/2026 - 04/2026 : [Mini games for VTT](#)

03/2024 - Lore Stories : desensemble.itch.io/lore-stories

Experience

Volunter



2020 - . . . : [Student Academy](#)
Mathematics teacher for high-school level



2018 - . . . : [CoderDojo Belgium](#)
Coach in game dev (Scratch) for children from 7 to 16

Education - Work

2024 - 2026 : HEAJ - bachelor in Game designer - Namur
2017 - 2024 : Freelance in Web development
2015 - 2017 : IFOSUP - DipHE in Web Developer - Wavre

Objectifs

Game design is a process, just like web development. The aim is to create experiences that benefit everyone.