

QUINTEN BUIJS

Game & Level Designer

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EDUCATION

NHTV

Bachelor in International Game Architecture & Design
NHTV University of Applied Science, Breda, Netherlands.

2012- 2017 (4,5 Years)

- ◇ Relevant modules:
Level design, Ludology, Concept design and Gamelab.

PROJECT EXPERIENCE

GRIP

A fast paced arcade racer, the spiritual successor to the Rollcage series of 1999 and 2000.

2015-2016 (6 Months)

- ◇ Skills and Responsibilities:
Design, Set Dressing, Iterating and Play testing of the 8 track level "Alhatra Wastes" in Unreal 4.

GET WRECKED

A mobile hero brawler for Android and IOS.

01-2016 to: 07-2017

- ◇ Skills and Responsibilities:
Design, balance and play testing of heroes, skills and equipment.

DREADLOCKS

Level design and scripting for a horror game (Ghost theory) and Children's platformer (Mimpi Dreams).

02-2016 to: 03-2018

- ◇ Skills and Responsibilities:
Level Design, Set Dressing and Visual Scripting in Cry Engine 5 and Unity for both projects.

SKORABEE

A social media power and influence improver

04-2018 to: 07-2018

- ◇ Design and iterate on several social media based games

LOST HERO

A Dark souls like game in Unreal 4/ custom editor

07-2018 to: 12-2018

- ◇ Skills and Responsibilities:
Level Design, Set Dressing, lighting and QA in Unreal 4.

RELEVANT SKILLS & INTERESTS

- ◇ Advanced Knowledge:
Microsoft office
Unity
Visual Scripting
Unreal 4
Dutch: Native

- ◇ Sufficient Knowledge:
Maya
Photoshop
Wwise
Cry Engine 5

- ◇ Basic Knowledge:
Phyre Engine
UDK
Illustrator
Audacity
P4V, Tortoise, Plastic

- ◇ Reading

- ◇ Culinary activities

- ◇ Cultural Traveling