

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

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.

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.

Various: Freelance

Several smaller projects including a 2D platformer

12-2018 to: 10-2019

- ◇ Skills and Responsibilities:
Level Design, Set Dressing, Game design in Unity.

Amtruck: Colorado

American Truck Simulator DLC made in an in-house engine

10-2019 to: Present

- ◇ Skills and Responsibilities:
Set Dressing, Bug fixing, Level design and terrain creation.

RELEVANT SKILLS & INTERESTS

- ◇ Advanced Knowledge:
Microsoft office
Unity
Visual Scripting (Playmaker)
Unreal 4
Dutch & English

- ◇ Sufficient Knowledge:
Maya 2018
Affinity
Cry Engine 5

- ◇ Basic Knowledge:
Wwise
Photoshop
Audacity
P4V, Tortoise, Plastic
German

Interests:

- ◇ Reading, Electric Guitar, Drawing, 3D modeling and Board Games.