

# LAURENS THIJSSSEN

Game / Technical Designer



## ABOUT ME

Game designer with lots of technical experience.

*"I have been working on games for over 10 years. I love working together and to create fun and memorable moments."*

*"When I'm not working, you can usually find me playing Table-Top-RPGs or playing variety games with friends."*

## STRENGTHS

- Combat design
- Character, Controls, Camera
- Technical design
- Prototyping, scripting C#
- UI/UX
- Communication
- Attention to detail

## ACHIEVEMENTS

- Jury of International Educational Game-jam 2023
- Jury of International Educational Game-jam 2022

## TOOLS

- Unity
- Unreal Engine
- Visual Studio
- Jira
- Audacity
- F-Mod
- G-Suite
- Photoshop

## WORK EXPERIENCE

### Senior Game Designer

Ronimo Games | March 2023 - September 2023

- Ownership of: all core gameplay features
- Character, Controls, Camera
- Organise and facilitate meetings and feature kick-offs
- Guidance and counseling for design interns
- Data driven feedback, KPI plan and goals
- C# scripting to prototype and the iteration of features

### Game Designer

Ronimo Games | July 2019 - March 2023

- Ownership of: Player skills, Enemy and boss designs, Combat design
- Player progression systems
- Organise QA, communicate and address feedback

### Game Design Intern

Ronimo Games | February 2019 - July 2019

- Prototype and implement player interactions
- Combat design

### Technical Designer - UI/UX Design

NHTV, Autotelic Design (client project) | October 2017 - July 2018

- Ownership of: in-game player progression system
- UI/UX and scripting for player progression system
- Prototype and the iteration of gameplay features

### Programming Intern

Excamedia | February 2014 - June 2014

- Prototype concepts
- Integration of: online high-scores, in-app purchases, and ads

## EDUCATION

### Bachelor - International Game Architecture- and Design

BUAS - Breda University of Applied Sciences | September 2015 - July 2019

- All forms of specialised game design. e.g. Level design, System design, etc.
- Worked mostly in Unreal Engine
- Worked in teams of 30+ people
- Data driven feedback, KPI plan and goals
- Structured approach to game design and development

### Intermediate vocational - Application- and media developer

Grafisch Lyceum Utrecht | September 2011 - July 2015

- Basic principles of game design
- Unity C# scripting