

# Theodore Hilhorst

Level designer


## About me

I'm a firm believer in letting the player play by '*putting the lego block on a string*'. Tempting the player with something fun and guiding them into creating something memorable.

I've been developing games for over 4 years now, working on several client based, educational and personal projects. Leading and working alongside teams of varying sizes.

During this time I've been credited for my professional discipline, analytical skills and ability to effectively function on both high & low level.

## Qualifications

 **Cumlaude Propaedeutic Diploma B**  
Creative Media and Game Technologies

 **Certificate of Proficiency in English (C2)**  
University of Cambridge

 **Atheneum Vwo-Diploma**  
KSG de Breul

## Skills

- Single / multiplayer level design
- Procedural level design
- Prototyping / visual scripting
- Concept design
- Basic modeling

## Software

Engines



Development



Organisation



## Languages

**English** Proficient (C2)  
**Dutch** Proficient (C2)  
**German** Upper intermediate (B2)

## Experience

### Level Designer - Lordbound [PC] (*Skyrim modification*)

Jun. 2017 – Present

- Creating 10+ main quest, side quest & explorative dungeons within a brief from concept to completion
- Over 2200 hours in Bethesda Softworks' Creation Kit editor
- Polished over 25 interiors to shippable quality through concepting new designs, set dressing, lighting design & environmental storytelling

### Level & lead designer – Ragnarok [PC & PS4] (*Client project*)

Apr. 2017 – Jun. 2018 (15 months)

- Designed, built and lead development for 5 procedural level generator prototypes. Finishing development and implementation on one
- Led development for a team over 20 people while managing stakeholder interactions
- Designed 12 interchangeable level pieces creating 81 different varieties of the level. Focused around change in pace, gameplay options and combat spaces

### Level designer – DM\_Pedreira [PC] (*Unreal Tournament custom map*)

Sep. 2016 – Nov 2018 (7 weeks)

- Mechanic breakdown & analysis of game mechanics & editor
- Concept to completion iterative design for a multiplayer 6-player map
- Using lighting design and first art pass to guide players and give a visual concept for the artists to work with

## Achievements

Lordbound - **Most anticipated mod of the year 2018, Modb, 2018**  
The Great Eggscape - **Judges' choice award, Brains Eden – Anglia Ruskin University 2018 - 2019**  
Barock Battles - **2<sup>nd</sup> place Houdini Global game jam contest, SideFX, 2017-2018**  
Ragnarok - **Game of the year, Audience & Best Art award NHTV University of applied sciences, 2016-2017**