

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 7 years now, working on AAA releases, client based and personal projects. Leading and working alongside teams from 5 to 150 people

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

Experience

MP Mission & Encounter Designer – Unannounced IP (*AAA project*)
September 2020 - Present

- Ownership for 3 main story mission and build prototypes for puzzle elements
- System design for the animation team, VO systems & encounter team

SP Mission Designer – Mafia DE [PC, PS4, Xbox one] (*AAA Release*)
October. 2019 – September 2020 (1 year)

- Carried & led 4 main story missions to L5 using company proprietary tech
- Research + prototype for shooting tutorial through in house visual scripting

Level Designer - Lordbound [PC] (*Skyrim modification*)
Jun. 2017 – Present

- Creating 10+ main quest, side quest & explorative dungeons within a brief from concept to completion & polished over 25 interiors to shippable quality
- Over 2500 hours in Bethesda Softworks' Creation Kit editor


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 20 people while managing stakeholder interactions

Achievements

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| Mafia DE | - Nomination outstanding story-rich game Steam, 2020 |
| Lordbound | - Most anticipated mod of the year 2018 , <i>ModDB</i> , 2018 |
| The Great Eggscape | - Judges' choice award , <i>Brains Eden – Anglia Ruskin University</i> 2018 - 2019 |
| Ragnarok | - Game of the year, Audience & Best Art award
<i>NHTV University of applied sciences</i> , 2016-2017 |



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Qualifications



Bachelor of Science
(Magna Cum laude)
Creative Media and Game
Technologies



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



Atheneum Vwo-Diploma
KSG de Breuil

Skills

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

Software

Engines



Development



Organisation



Languages

English	Proficient (C2)
Dutch	Proficient (C2)
German	Upper intermediate (B2)
Italian	Beginner (A1)