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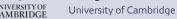
# Qualifications



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



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





Atheneum Vwo-Diploma KSG de Breul

### Skills

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

#### Software

Engines









Development









Organisation









# Languages

**English** Dutch German Proficient (C2) Proficient (C2)

Upper intermediate (B2) Italian Beginner (A1)

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.

Theodore Hilhorst

Level designer

About me

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

Mafia DE Lordbound - Nomination outstanding story-rich game Steam, 2020 - Most anticipated mod of the year 2018, ModDB, 2018

The Great Eggscape

- Judges' choice award, Brains Eden - Anglia Ruskin University 2018 - 2019

Ragnarok

- Game of the year, Audience & Best Art award NHTV University of applied sciences, 2016-2017