



# Tim Kersten

Technical Game Designer (Student)

## Skills

Unreal  
Unity  
C# / C++  
Visual Scripting  
3D modeling  
White boxing  
Team player

## Languages

Dutch / Nederlands  
English

## Hobbies

Movies & serries  
Games  
Rugby

## Experience

### Hunting Game ProtoType 7th Dec 2017 - 9th May 2018

This was an solo project  
limited open-world

### CrimeScene VR 14th Seb 2017 - 17th Nov 2018

Client prototype project Police  
Virtual realty Game made with HTC VIVE

### DreamWatcher 13th Feb 2017 - 16th Jul 2017

New engine Amazon Lumberyard BETA  
working with flowgraph and learned to use WWise

### GGJ Zombie Game 26th Jan 2018 - 28th Jan 2018

Global Game Jam 2 a 3, days event  
Made RTS controls for the game which I never done before

## School

### International Game, Architecture & Design

Bachelor of Science, Breda, 2014 - Present

### ROC MN Interactive Design

Media technologies MBO 4, Amersfoort, 2010-2014 (finished)

### ROC VA helicopter mechanic air force program

MBO 3 ,hoofddorp, 2008-2010 (terminated)

### Titaan electronics

Highschool VMBO-K, Hoorn, 2004-2008 (finished)

<https://www.portfoliokersten.com>