



TIM KERSTEN

Game Designer

PROFILE

I am a recently graduated IGAD student, I graduated as a Game Design with my focus on Technical Game Design, a position where I can be part of a multidisciplinary team.

CONTACT

PHONE:
[REDACTED]

WEBSITE:
<https://portfoliokersten.com/>

EMAIL:
[REDACTED]

LANGAUGE

Dutch
English

HOBBIES

Games
Movies/Series
Rugby

EDUCATION

Breda university of applied sciences - International Game Architecture & design
2014 – 2020 Graduated as a Game Designer

ROC Midden Nederland – Interactive Design
2010 – 2014 Secondary vocational education

ROC Van Amsterdam - Helicopter mechanic Air force
2008 – 2010 did not finished

WORK EXPERIENCE

Manus VR - Intern Game Developer

Seb 2019 – Feb 2020

I worked on VR Simulations/Trainings all round (Art, Design, Programming)

Solo Project Hunting Game Prototype

Dec 2017– May 2018

Crime Scene VR - Technical Designer

Seb 2017– Nov 2017

DreamWatcher – Game Designer

Feb 2017– Jul 2017

Global Game Jam Zombie Infection – All Round

3 days Jan 2018

SKILLS/SOFTWARE

Unreal Engine
Unity
CRYENGINE

C#
Visual Scripting

3D Modeling
Rigging
Animating

Photoshop
Illustrator

GamePlay
Level Design

Creative
Problem Solving
Research
Team P