Tim Kersten

Technical Game Designer

I'm a Technical Game Designer with Six years of industry experience, known for being a solution-driven individual. I excel at managing my time effectively and prioritizing tasks based on their urgency and impact, ensuring that I consistently deliver high-quality results.

Experience | Games

Technical Game Designer, nDreams Compass | Oct 2024 – Present

Various Unannounced Prototypes

- set up custom control rig for a unique IK solution
- Implemented video for story telling purposes
- assisted with bugs co-workers were unable to resolve.

Wreckin Raccoon

- Designed and implemented a custom NPC AI system featuring behaviour logic, task scheduling, and environment-aware object interactions. Developed behaviour systems enabling NPCs to autonomously perform tasks and react dynamically to objects in the environment. Configured NPC characters and integrated animation systems to support seamless behavioural transitions and realistic in-game interactions.

Technical Game Designer, nDreams | Dec 2020 – Oct 2024

Various Unannounced Projects

- Developed game concepts designed to leverage eye-tracking capabilities of VR headsets.
- Designed and implemented a dash mechanic for a VR game focused on fast-paced level traversal and time-based completion. Developed gameplay logic to support responsive movement while maintaining player comfort and control in VR.

Contact Information

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based in Camberley, UK

https://portfoliokersten.com

Skills

- Game Design
- System Design
- Multiplayer Design
- AI Design
- Scripting
- Boss Design
- Perforce
- Documentation
- Debugging

Education

BSc in Game design

University of Breda | 2014– 2020

MBO4 in Interactive Design

ROC Midden Nederland | 2010– 2014

Languages

English
Dutch

Experience | Games

Ghostbusters Rise Of The Ghost Lord - Frozen Empire

- Designed and implemented the multi-stage Garraka end-boss encounter, combining objective-driven gameplay, adaptive boss abilities, enemy wave management, and a climactic vortex capture mechanic

Ghostbusters Rise Of The Ghost Lord - Slimer Hunt

- Implemented ghost possession mechanics for environmental objects, created a custom slime stretch effect, and collaborated closely with level design to deliver gameplay interactions and environment functionality.

Ghostbusters Rise Of The Ghost Lord

- Worked on Ghostbusters: Rise of the Ghost Lord from early concept to shipped release, focusing on ghost design and the implementation of AI behaviours and animation systems, while developing multiple VR gameplay interactions to support immersive player encounters.

Game Development Intern

Interactive VR Demo

- Designed and developed an interactive VR demo for Manus to showcase the capabilities of their hand-tracking gloves, demonstrating range of motion, finger tracking precision, and player control through gameplay interactions.

A Job Simulation Tool

- Helped develop a VR job simulator for a brain injury assessment project at Manus, enabling assessors to trigger scenarios that increase cognitive and stress challenges to evaluate patient readiness to return to work.