

Tim Hendriksen

Game Design | Level Design

From imagining
Exciting Worlds
to creating them.

ABOUT

I am a Game Design graduate specializing in Gameplay and Level Design. I put passion and excitement in my work, as creating worlds and fantasies to explore has been a dream of mine since a young age. Creating games enables me to really make them come to life through interactivity, with which I strive to make these worlds and fantasies as meaningful and iconic to the player as they are to me.

EDUCATION

**Bachelor of Creative Media and Game Technologies
(Bachelor of Science CROHO-code 30036)
At University of Arts Utrecht (HKU)
Course: Game Design
Sept. 2015 - Jul. 2019**

Studying at HKU provided me the foundations of Game Design thinking and the skills necessary to communicate, test and iterate on concepts. Furthermore, HKU made me discover my passion for Level Design and worldbuilding.

EMPLOYMENT

**Pillow's Willow - VR Studios
Internship: Level Designer
Feb. 2018 - Jun. 2018**

**Pillow's Willow - VR Studios
Junior Level Designer
Jun. 2018 - Aug. 2018**

During my time at Pillow's Willow I experienced the challenging but exciting reality of working in a game company. At first as an intern, and impressed by my dedication, in the summer as a genuine co-worker.

CONTACT

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📍 The Netherlands, Hilversum

SKILLS

Experienced in basic gameplay and scenario programming and prototyping.

An advanced understanding of Level Design, Worldbuilding and designing for Emergent Gameplay.

Experienced in blockout creation, testing and iteration.

Experience working together within a team of skilled professionals.

Necessary communication and management skills.

A huge amount of passion and excitement to pour into my work!

Familiar software include:

- . Unity (Experienced C# prototyping)
- . Unreal Engine 4 (Learning Blueprints)
- . Blender 2.8
- . Adobe Photoshop
- . Adobe Premiere

Languages:

- . Dutch (Fluent)
- . English (Fluent)

NOTABLE

- . Attended GDC 2019.
- . Seminary of Sight showcased at Imagine Film Festival 2019.
- . Participated in Global Game Jam 2016.
- . Participated in Living Lab Applied Game Jam 2017.

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PROJECT HIGHLIGHTS

a small selection.



SNOWED UNDER

During my graduation project I wrote a paper on how a level design can tempt the player to experiment and cause intended emergent gameplay. Snowed Under is a game I made using research through design and to test my various hypotheses on to achieve intended emergent gameplay. To learn more about this project, [click here](#).



SEMINARY OF SIGHT

Seminary of Sight is a cosmic horror game made during a large-scale student project with a team of 16 large. As the only level designer on the team I had a lot of responsibilities which improved my communication and management skills. The game was showcased during the Imagine Film Festival. To learn more about this project, [click here](#).



EXODUS BURNED (VR)

After being impressed by my dedication and enthusiasm I got offered to work as a genuine co-worker for the summer at my internship company, Pillow's Willow - VR studios. During this period I worked as a junior level designer on Exodus Burned, a full body multiplayer VR experience. To learn more about this project, [click here](#).



REEF QUEST (VR)

During my internship at Pillow's Willow - VR Studios I worked on Reef Quest as a Level Designer with a heavy focus on blockouts, prototyping and playtesting. My C# skills and knowledge drastically improved to the point that I feel confident I can prototype anything. To learn more about this project, [click here](#).

Visit www.timhendriksen.com for more!