

Tim Hendriksen

Level Design

From imagining
Exciting Worlds
to creating them.

ABOUT

I am a 24 year old Level Designer specializing in Worldbuilding and Emergent Gameplay. 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 with 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.

GAME INDUSTRY 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.

**Team6 Game Studios
Full Time: Level Designer
Jan. 2021 - Now**

During my time at Team6 I experienced the full development cycle, releasing 2 games, as well as working with a client and everything that may entail.

CONTACT

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 The Netherlands, Drenthe

SKILLS

An advanced understanding of Level Design, Worldbuilding and designing for [Emergent Gameplay](#).

Experienced in blockout creation, testing and iteration.

Experienced in basic gameplay and scenario programming and prototyping through Unity C# or UE blueprints.

Experience working together within a team of skilled professionals.

Communication and management skills towards all different departments.

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

Familiar software include:

- . Unity (Basic C# prototyping)
- . Unreal Engine 4 & 5 (Basic Blueprint prototyping)
- . Blender
- . Adobe Photoshop
- . Adobe Premiere

Languages:

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

NOTABLE

- . Worked on 2 fully released games (Team6 Game Studio).
- . 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.



NHRA Championship Drag Racing: Speed For All (2022)

Due to the lack of level design, and overabundance of Game Design tasks I was brought into the Game Design team to help design and configure several gameplay systems, and communicate those in a clear concise manner to the development team, testing and iterating on those systems within the ever-growing time constraints. To learn more about this project, [click here](#).



STREET OUTLAWS 2: Winner Takes All (2021)

Street Outlaws 2: Winner Takes All is a sequel delivering high-octane drag racing in which the Championship takes you all over the US. I joined Team 6 Game Studio late January as a Level Designer to help with creating the Challenge Maps. To learn more about this project, [click here](#).



EXODUS BURNED

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](#).

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