

# Tim Hendriksen

Level Design

From imagining  
**Exciting Worlds**  
to creating them.

## ABOUT

I am a 25 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 was heavily involved in establishing the full level design development cycle, releasing 2 games and counting.*

## CONTACT

 [tbenjaminh@gmail.com](mailto:tbenjaminh@gmail.com)

 [in/tim-hendriksen](https://www.linkedin.com/in/tim-hendriksen)

 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 Unreal Engine blueprints.

Experience working together within a team of skilled professionals throughout the development cycle. Including communication and management of features towards all involved 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 3 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.

# Tim Hendriksen

Level Design

## 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 (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](#).



### Nascar Arcade Rush (2023)

During this project I found myself in the curious position of being the only level designer in the studio, for an arcade NASCAR racing game that required 12 tracks to be made, within 1 year total. It resulted in a challenging development experience of high responsibilities and influence. To read more about this project, [click here](#).

Visit [www.timhendriksen.com](http://www.timhendriksen.com) for more!