






Mees Wendels

Game Designer

About

- Very dedicated and passionate worker.
- Flexible worker, able to take up a multitude of roles.
- Creative and technical skilled.
- Good understanding of the production side.

Contact

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-  On Request
-  The Netherlands
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-  meeswendels.com

Education

Breda University of Applied Sciences

SEP 2017 - PRESENT

International Game Architecture & Design

- Design & Production









Walburg College Zwijndrecht

SEP 2011 – JUL 2017

VWO Atheneum

- Economics & Society

Tools & Software

-  Unreal Engine 4
-  Unity 2017
-  Atlassian Jira
-  Trello
-  Perforce Visual Client
-  Helix Swarm
-  Office Suite
-  Google Suite

Skills

Game Design

Visual Scripting

Source Control

Agile Game Development

Rapid Prototyping

Presenting

Languages

Dutch (Native)

English (Proficient)

German (Intermediate)

Game Development Experience

P.A.I.N.T. – PC & PS4

SEP 2019 – NOW (IN DEVELOPMENT)

Game Designer

Info:

Responsible for several design aspects of the game.

Lumberjacked – PC

MAY 2019 – JUL 2019

Technical Game Designer & QA Lead

Info:

Conceptualizing and iterating on the core gameplay, implementing the User Interface and Player Experience. As a QA Lead, managing the QA Process with a limited technical team.

Office Hustle – PC

MAY 2018 – JUL 2018

Game Designer

Info:

Conceptualizing and iterating on the core gameplay and player experience. Responsible for the User Experience of every interaction in visual and auditory feedback.

Work & Volunteer Experience

De Blije Borgh

OCT 2017 – JAN 2019

Administrative Employee

Info:

Responsible for the organization of healthcare norms, assisting with the implementation of the GDPR and other ICT-related activities.

Scouting Panoord

MAR 2015 – PRESENT

Scout Leader

Info:

Responsible for the creation and supervision of weekly activities and (summer) camps for children between 6 and 8 years old. Other activities include data management and organization of the yearly ISCOUT event.