

CONTACT

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LinkedIn

[in/meeswendels](https://www.linkedin.com/in/meeswendels)

Portfolio

meeswendels.com

TOOLS

Engines

Unreal Engine 4 Unity

Project Management

Atlassian JIRA Trello

Version Control

Perforce Git

Documentation

Office Suite Google Suite

SKILLS

Game & Level Design Visual Scripting

Presenting Source Control

Agile Game Development Rapid Prototyping

LANGUAGES

English Dutch

Mees Wendels

Technical Game & Level Designer

PROFILE

I am a fourth-year Game Design student at Breda University of Applied Sciences. Seeking to join a company which helps me further develop as a Game/Level Designer whilst creating high quality experiences.

As an ambitious and dedicated team member, I love to create the highest quality experiences for the player through multi-disciplinary collaboration. Using my passion for game development and my flexibility I can quickly adapt to become an always contributing factor in the project within any role.

GAME DEVELOPMENT EXPERIENCE

Triangle Studios Project (NDA)

Level Design Intern | Triangle Studios

- Designing and developing levels and gameplay concepts.

P.A.I.N.T.

Technical Game Designer | Academic

Unreal Engine | PC & PS4 | 26 Students | 32 weeks

- Developed the core concept and gameplay features.
- Designed and implemented objectives and gameplay systems.

Lumberjacked

Technical Game Designer | Academic

Unreal Engine | PC | 27 Students | 8 weeks

- Developed the core concept and gameplay features.
- Responsible for all User Interfaces & Player Feedback.
- Managed QA process of the full project.

Office Hustle

Game Designer | Academic

Unreal Engine | PC | 11 Students | 8 weeks

- Developed the core concept and gameplay features.
- Responsible for player feedback, especially auditory.

EDUCATION

International Game Architecture & Design

Breda University of Applied Sciences | 2017 – Present

VWO / Pre-University Education

Walburg College Zwijndrecht | 2011 - 2017