

Mees Wendels

Technical Game & Level Designer

Profile

I am a Graduate Designer from 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 and having a lot of fun doing it!

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.

Contact Information

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LinkedIn:
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Portfolio:
meeswendels.com

Tools

Engines:
Unreal Engine (4 & 5)
Unity

Project Management Tools:
Atlassian JIRA
Trello
Monday.com
HacknPlan

Version Control Software:
Perforce
Sourcetree
GitHub

Documentation:
Office Suite
Google Suite

Skills

Game & Level Design
Rapid Prototyping
Visual Scripting
Agile Game Development
Pitching & Presenting
Source Control

Languages

Dutch (native)
English (proficient)

Game Development Experience

Mickey Storm and The Cursed Mask

Level Design Intern | Triangle Studios
Unity | Switch, PS4 & XBOX | 20 weeks
- Designing and developing levels and gameplay concepts.

Védelem: The Golden Horde

Level Designer | Academic
Unity | PC | 17 Students | 16 weeks
- Designed and iterated upon the core concept.
- Responsible for the map design.
- Designed and iterated upon the resource generation.

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.

Education

International Game Architecture & Design
Breda University of Applied Sciences | 2017 – 2021

VWO / Pre-University Education
Walburg College Zwijndrecht | 2011 - 2017