

Tim Hengeveld | Resumé

Dutch illustrator / game designer

Contact

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I was born on May 17th 1988 in Holland and currently study Game Design and Development at the Utrecht School of Art and Technology.

I am very interested in game design and visual storytelling, particularly in the field of narrative design, and I would like to expand and improve these skills in the future.

Skills

Illustration, narrative design, game design, 2D animation

Languages:

Dutch and English fluently, basic understanding of German,
HTML, CSS, some C++

Tools:

Adobe: Photoshop, After Effects, Flash, Dreamweaver,
Microsoft Office, 3D Studio Max, Unreal Editor, XNA Game Studio.

Traits:

Independant, passionate, focused, flexible, teamplayer

Education

- Game Design and Development
Utrecht School of Art and Technology (2007 - date)
- High school graduate [VWO]
Revis Lyceum (1999 - 2005)

Experience

- Freelance illustrator / game designer (2004 - date)
- Writer / co-editor at GamersPort (2004-2006)
- Art/Game Design Intern at Monkeybizniz (July 2009 - January 2010)