Jordi van der Hulst

Technical Game Designer

Contact

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🐦 @happythirsty

📍 *Breda, The Netherlands*

Education

September 2019 - Present
Creative Media & Game Technologies
Bachelor of Science, Breda University of Applied Science

- Specializing in Technical Design

September 2015 – June 2019
Game Developer
Intermediate Vocational Education, Deltion College

- Specializing in Game Programming (C#)

Skills & Software

Game Development
System design, Level Design, Rapid prototyping, Tool design, Narrative design, Documentation, QA, Scrum, Music Composition, Sound Design

Scripting
Unity Script (C#), Blueprinting

Game Engines
Unity Engine, Unreal Engine, RPG Maker, Game Maker Studio

Version Control
Git, Perforce

Production Tools
Jira, Trello, Miro

Experience

September 2021 – June 2022
Child of Lothian | Technical Designer

- Concept, prototype and implement player interaction systems such as a dialogue system & interactable system.
- Concept, prototype and implement various level design tools such as a dialogue editor and interactive object editor.
- Creating feature breakdowns and documentation.
- Concept, design and implemented UI.
- Composed the music.

November 2020 – June 2021
Tropical Trouble | Technical Designer

- Set up level design pipelines for the team for all passes of the level design process.
- Created a level block out.
- Concepted, designed and implemented UI such as menu screens and HUD.
- Composed the music (Best Audio Y2).

September 2020 – November 2020
Unreal Tournament – Blitz Level | Level Designer

- Researched player metrics, level design metrics of existing Unreal Tournament maps.
- Designed, sketched and blocked out the level based on a historical area in Utrecht, The Netherlands.
- Created a level design document.
- Set up a playtesting server for students to host their maps.

April 2020 – June 2020
What walks on four legs | Technical Designer

- Concepted, designed and implemented UI such as dialogue boxes and HUD.
- Composed the music (Best Audio Y1).

February 2019 – June 2019
Parcel | Technical Designer

- Planned and scoped concept, pre-production and production phase.
- Created level design tools such as a branching dialogue editor, interactive object editor and trigger editor in C#.
- Wrote the branching dialogue lines, recorded 300 lines of voice, edited and implemented them.
- Scripted all the systems in C#.
- Designed and created the UI.
- Composed the music.

Wispfire – Herald Book III & IV | Technical Designer

- Set up scenes and dialogues using existing pipelines for cinematography such as camera angles, camera movement and actor locations.
- Scripted a system that projects interactive UI on animated meshes in C#.
- Fixed bugs and errors using C#.
- Created a demo and showcased it at INDIGOx 2019.

Project Ana | Lead Programmer
World's Edge: Rebellion | Technical Designer
Hanzaki | Lead Programmer
Lyndor | Lead Programmer

- Designed, created and implemented the core gameplay.
- Created gameplay systems and UI.
- Reviewed code of peers.
- Wrote the stories and implemented the narrative.