# Tiemo Geuns

5 Jalan Kerinchi, Camellia Serviced Suites 1519, 59200 Kuala Lumpur, Malaysia – Dutch nationality

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**Level Designer**

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| I am a young developer and level designer, currently employed by StreamLine Studios Malaysia as part of my career. My ultimate goal is to become a lead level designer where I create complete worlds players can fully immerse themselves into. |

EDUCATION

July 2016 - **Bachelor in International Game Architecture & Design** – NHTV University of Applied Science, Breda, Netherlands (Expected graduation: July 2016)

Relevant modules: Level Design, Advanced Game Design, Ludology, Industry Preparation

Graduation project: Creating three bases/scenes for “Deliver Us The Moon” featuring one emotional experience each using real architectural compositions.

2011 - **Central Abitur** – Rudolf Steiner Schule, Mönchengladbach, Germany

Specialized in History and German

RELEVANT PREVIOUS WORK EXPERIENCE

January 2017

**Level Designer** – Employed, Kuala Lumpur

Currently employed as a level designer

* Deepened knowledge: Unreal Engine 4, optimization, industry pipelines and standards

September 2015

**Level Designer** – Internship, Hoofddorp

44-week internship aiming to give insight in the gaming industry as a level designer

* Deepened knowledge: Unreal Engine 4
* Graduation project in company

COMPUTING SKILLS

Advanced knowledge: Unreal Engine 4, Unity, UDK, Photoshop, Adobe Premiere

Dutch: Native language

English: Fluent

German: Fluent

Spanish: Working proficiency

INTERESTS AND ACTIVITIES

Sports: Active fitness member, playing badminton/ basketball and soccer with close friends

Video games: Playing Rainbow Six Siege/ Guitar Hero/ Def Jam Rapstar with close friends