

Juul Lenders



COLLABORATION PROJECT FOR EDUCATION
--- [NOT FOR COMMERCIAL RELEASE] ---



I am a game designer with a great passion for games. I want to bring enjoyable experiences to people. I love problem solving and I always try to learn. In my free time I often experiment in hobby projects and game jams.

Bio

Name: Juul Lenders
Birthday: 14-02-1995
Nationality: Dutch
Languages: Dutch, English
Portfolio: juullenders.com

Skills

Game Design

Technical Design ●●●●●
System Design ●●●●●
Level Design ●●●●●
UI/UX Design ●●●●●
Concept Design ●●●●●

Programming

C++ ●●●●●
C# ●●●●●
Unreal Blueprints ●●●●●
GML ●●●●●
HTML ●●●●●
CSS ●●●●●
Javascript ●●●●●

Software

Unreal Engine 4 ●●●●●
Unity ●●●●●
Game Maker Studio ●●●●●
Perforce ●●●●●
SVN ●●●●●
Source Tree ●●●●●
Maya ●●●●●
Adobe Illustrator ●●●●●
Adobe Photoshop ●●●●●
Adobe Premiere ●●●●●
Graphics Gale ●●●●●
Microsoft Office ●●●●●
Jira ●●●●●

Work Experience

- March 2018 - July 2018
Team6 Game Studios
Level Design, Mission Design, System Design
- March 2018 - September 2017
GamePoint
Concept Design, Technical Design, System Design, Gameplay Programming
- September 2017
Time Control
Solo project
- July 2017 - September 2016
Raving Rabbids Party Crash
Technical Design, System Design, Concept Design
- June 2016 - May 2016
Space Plane
Solo Project
- April 2016 - February 2016
Tower of Babel
Gameplay Programming (C++), Scripting (Blueprinting)
- August 2016 - January 2016
Nuclear Throne Ultra Mod
Solo project
- October 2015 - September 2015
Limitless Skies
UI/UX Design, QA, System Design
- June 2015 - February 2015
Heist Night
Level Design and Concept Design
- January 2015 - September 2014
Grandma Decibelle
Sound, Level and Concept design
- September 2014 - July 2014
Sleepy Head
Solo project

Education

- 2018 - 2014
NHTV International Game Architecture and Design (IGAD)
The Netherlands, Breda
- 2014 - 2013 - 2009
Fontys Hogeschool ICT (FHICT)
The Netherlands, Eindhoven
Hoger beroeps onderwijs
Havo, Bouwens van der Boije College, Panningen, Profiel Natuur en Gezondheid