

Juul Lenders



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



I am a technical 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 work on my indie game.

Bio

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

Skills

Game Design

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

Programming

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

Software

Unreal Engine 4 ●●●●●
Unity ●●●●●
Game Maker Studio ●●●●●
Perforce ●●●●●
SVN ●●●●●
Git ●●●●●
Autodesk Maya ●●●●●
Adobe Illustrator ●●●●●
Adobe Photoshop ●●●●●
Adobe Premiere ●●●●●
Jira ●●●●●

Certificates

Software Engineering Track | Capgemini
Professional Scrum Master 1 | Scrum.org

Work Experience

November 2018	Capgemini
	Front end development
March 2018 July 2018	Team6 Game Studios
	Level Design, Mission Design, System Design, Unreal Engine Blueprints
March 2018 September 2017	GamePoint
	Concept Design, Technical Design, Programming (C#), Unity
September 2017	Time Control
	Unreal Engine Blueprints, Puzzle Design, Level Design
July 2017 September 2016	Raving Rabbids Party Crash
	Technical Design, System Design, Concept Design, Unreal Engine Blueprints
June 2016 May 2016	Space Plane
	Game Design, Gameplay Programming(C++,GML)
April 2016 February 2016	Tower of Babel
	Gameplay Programming (C++), Unreal Engine Blueprints
August 2016 January 2016	Nuclear Throne Ultra Mod
	Modding, Game Design, Programming, Pixel-art, Game Maker Studio
October 2015 September 2015	Limitless Skies
	UI/UX Design, QA, System Design, Unity
June 2015 February 2015	Heist Night
	Level Design and Concept Design, Unity
January 2015 September 2014	Grandma Decibelle
	Sound, Level and Concept design, Unity
September 2014 July 2014	Sleepy Head
	Puzzle Design, Gameplay Programming

Education

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