

+31 6 10206267

timo.bron@live.nl

www.timobron.com

🔼 ABOUT ME

I am a level design student at the Breda University of Applied Sciences following the Game Architecture & Design course.

In the 3 years I have been following this education, I have grown from a hobbyist, making levels in my spare time, to an aspiring professional, having specialized in level design and now looking for an internship at my first

My passion and drive have stayed the same: to create unforgettable experiences, shape immersive worlds, and constantly experiment, learn and grow along the way.

BIOGRAPHY

Nationality The Netherlands

City Breda, Noord-Brabant

☐ EDUCATION

2010 Camphusianum High School/Pre-Uni Education

2016 Graduation

2017 • Breda University A.S. Game Architecture & Design

EXPERIENCE

Year 1 Game Design Fundamentals; Technical Skills

Year 3 Full-Time Level Designer; Spellbound Spire

Year 2

Specialization in Level Design; UT4 Map, Skaturion, Chaddius Maximus

2019

🚱 MAIN PROJECTS



Chaddius Maximus



Plateau of Leng



Skaturion

🙆 MAJOR SKILLS

Unreal Engine 4 Blocking Out & Whiteboxing

Planning & Documentation **.**

Visual Scripting



HOBBIES









MINOR SKILLS

- o Playtesting & Iterating
- o Teamwork &
- Unity
- SketchUp & Blender
- Communication o Perforce & JIRA
- o Microsoft Office & Google Drive
- Adobe Photoshop & Premiere