

# Nick Snoeren

Game Designer



## CONTACT

### Email

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### Portfolio

<https://www.nicksnoeren.com/>

## LANGUAGES

Dutch

English

## SKILLS

Team Communication

Remote work//Work from home

Flexibility

Version Control

Iterative design

Agile/Scrum Methodologies

Visual scripting

C# Coding

Trailer Creation

## SOFTWARE SKILLS



## ABOUT ME

I have worked at Ronimo Games for 2 years and am a Game Design and Production graduate from Breda University of Applied Sciences (NHTV). My main interest is Game Design with a focus on mechanic & feel design. I am experienced in tech design, gameplay design and level design. I also practice a lot of narrative design in personal projects.

My strong points are critical thinking, flexibility, creativity, storytelling and a good sense of the bigger picture. I handle feedback well and am always up to learn something new.

My passions outside of game development are in video editing, organising meetings for friends, playing boardgames and tabletop RPGS's. I always seek out new challenges, especially when it comes to TTRPG's. I find it incredibly satisfying to introduce people to the game.

## EXPERIENCE

### Ronimo Games – Jupiter 2022-23

My responsibilities in this project were:

- Level Design
- Create and balance items
- Playtest Analysis

### Personal project - Killer on the loose 2021

My responsibilities in this project were:

- Project vision holder
- Delegating all tasks to be done to other team members.
- Core team member, involved in every design process

### Ronimo Intern – Blightbound 2021

My responsibilities in this project were:

- Creating 4 challenge rooms of which 2 would be polished
- Re-balancing underused items
- Find a solution for mid-game interest dip

### A Series of Rude Awakenings 2020-21

My responsibilities in this project were:

- Coding & designing the core movement system of the game.
- The audio implementation & direction of the game.
- In-game artefacts & 2 of the usable in-game skills.

### Kari: Stranded on the Shores of Vanaheim 2019-20

My responsibilities in this project were:

- The crafting & the rune system design
- The design behind pickup able crafting resources
- The trailer Creation

### Bit Buster 2019

My responsibilities in this project were:

- Character movement feel design & balancing
- Projectile throw, speed and catch design & balancing
- The trailer creation
- Original concept of the game & creating first prototype

## EDUCATION

Design and production, NHTV/BUAS 2017-21

Havo, Het Beatrix College 2012-17