

MART MENTING

TECHNICAL DESIGNER

Looking for a 20-40 week internship starting January 2020

WHO I AM

A Technical Designer with experience in making games for PC, Console and Mobile platforms. Using my knowledge of engines and tools I am a **bridge between design and programming**. My passion is **making my colleagues work easier** whenever possible, through the creation of tools.

PROJECT EXPERIENCE

2018 - 2019

MUSCLE MAGIC

QA / Tools, Tech Design, UI Design

During the creation of Muscle Magic I was responsible for the creation of cross project **QA tools**, **overhead reduction** within our team and the **implementation of the UI in-game** and the design of UI elements.

2018

TILES APART

Game Design, UI/UX Design, Tools Design

During the creation of Tiles Apart I was part of the **core design** team that translated the board game Labyrinth into a **mobile puzzle game**. Furthermore I created and implemented the **UI** and **on-boarding animations**. I also **created a tool** to keep track of level ordering, improving the team's performance.

2018

OVERMIND

Game Design, Technical Design

During the creation of Overmind I was part of the **core design** team, figuring out how to make a puzzle game that **pushed the boundaries of the brief**. I researched and implemented the **recording and playback system** for character actions. The **flexible shooting system** for both the enemies and the player was also my responsibility.

EDUCATION

2017-NOW

GAME DESIGN & PRODUCTION
Breda University of Applied Science

2010-2016

VWO (A-LEVELS)
Ludger College, Doetinchem

HOBBIES

- Learning new tools and programs.
- Fermenting, cocktail making, brewing, baking, and everything related to cooking.
- Tinkering with servers and Linux.
 - Playing a lot of boardgames.

CONTACT

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WEBSITES

- Portfolio: www.martmenting.com
- LinkedIn: www.linkedin.in/in/martmenting

OTHER EXPERIENCE

2019 - NOW

TOOL DEVELOPMENT

Developer

I'm currently working on a engine load time tracker, allowing developers to catch load and compile time increases before they become a problem.

2016 - NOW

GAME JAMS

Designer

Every year I join the global game jam with a different team of people each time. I've joined other gamejams like the GMTK jam as well.

2018 - 2019

STUDENT ASSOCIATION DIONYSUS

Treasurer

My job as treasurer is keeping track of all the finances within the student association and being the contact with school concerning all financial matters.

SKILLS

UE4

Python

Jira

Adobe Suite

Perforce

Unity

Git



Tech Design

Game Design

Visual Scripting

Agile/ Scrum

Tool Design