

# 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.
- Tinkering with servers and Linux.
- Joining gamejams every once in a while.
- Playing videogames and a lot of boardgames.
- Cooking, baking, fermenting, brewing, cocktail making and everything related to cooking.

### CONTACT

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### WEBSITES

- Portfolio: [www.martmenting.com](http://www.martmenting.com)
- LinkedIn: [www.linkedin.in/in/martmenting](http://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



Tech Design

Jira



Game Design

Adobe Suite



Visual Scripting

Perforce



Agile/ Scrum

Unity



Tool Design

Git

