

# TIMO BRON

## GAME DEVELOPER & ARTIST

I am a video game designer with nearly 5 years experience, currently working at Crytek on Hunt: Showdown 1896, the critically acclaimed horror extraction shooter.

I graduated from the Creative Media and Game Technologies course at Breda University of Applied Sciences specializing in game/level design, the shaping of environments and facilitating user experience.

Over the years, my creativity and desire to learn have driven me to 3D art and animation, resulting in extensive experience and a strong familiarity with 3D visualization, especially in Blender and Unreal Engine.

## COMPETENCIES

### Technical:

- Expert at Unreal Engine 5, visual scripting (Blueprints), CryEngine, environmental visualization
- Very proficient with Blender (3D modelling, animation, rendering, texturing).
- Competent with Adobe CC, Microsoft Office, Google Workspace, Jira (Scrum, Kanban), Confluence, Perforce, Miro

### Interpersonal:

- User-centric mindset
- Analytical and creative problem solving
- Rapid iterative testing and evaluation
- Clear, honest, but friendly and considerate team player

## LANGUAGES

- **Dutch** - native
- **English** - fluent
- **German** - basic

## CONTACT

**Email:** timobron@outlook.com

**Phone:** +31 6 10206267

**Address:** Herman Boerhaavelaan 40  
7415 EW Deventer

**Portfolio:** www.timobron.com

**LinkedIn:** www.linkedin.com/in/timo-bron-807330166

## WORK EXPERIENCE

### Crytek

#### Level Designer

Jan '24 - Now

- Shaping and modelling environments
- Creating detailed 3D environment assets and props in Blender
- Complex (visual) scripting
- Rapidly balancing and testing content based on user feedback

#### Junior Level Designer

Jan '23 - Jan '24

- Designing and blocking out large sci-fi locations
- Writing and maintaining stylized location briefs

### Gunzilla Games

#### Junior Level Designer

Feb '22 - December '22

- Designing and blocking out large sci-fi locations
- Writing and maintaining stylized location briefs
- Facilitating user actions/experiences

#### Level Design Intern

Sep '21 - Feb '22

## EDUCATION

### Breda University of Applied Sciences

#### Creative Media & Game Technologies

2017 - 2022

- Bachelor of Science, specialized in game design
- Becoming proficient in Unreal Engine and Blender
- Various team and solo projects, three public releases

### Gymnasium Camphusianum, Gorinchem

#### High School

2010 - 2016

- High school diploma (gymnasium)
- Culture & Society profile