

Thomas van den Ingh

Technical Game designer & System Designer

Skills

Roles	Game Engines	Languages
- Technical Designer	- Unreal Engine 5	- C#
- System Designer	- Unity 4/5	- C++
- AI Design	- CryEngine 5	- LuaScript
- Level Design		

Work Experience

Technical Game designer. Sumo Digital Ltd, Sheffield, United Kingdom
(Feb 2018 - present)

Education

B.Sc. International Game Architecture and Design. NHTV Breda University of Applied Sciences, Breda, The Netherlands (2014-2018)

Voorbereidend wetenschappelijk onderwijs (VWO) Strabrecht College, Geldrop, The Netherlands (2006-2012)

NOTABLE PROJECTS

- Unannounced Game from Sumo Digital - Technical Game Designer (Feb 2018 - present)
- The Red Stare - Technical Game Designer, Gameplay Programmer (sept 2016 - Aug 2017)