

Thomas van den Ingh

Technical game designer & System designer

Skills

Roles	Game Engines	Languages/API's
<ul style="list-style-type: none">• Technical designer• System designer• AI Design• Level Design	<ul style="list-style-type: none">• Unreal engine 4• Unity 4/5• CryEngine 5	<ul style="list-style-type: none">• C#• C++• LuaScript• Unreal Blueprints

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

- The Red Stare - Technical Game Designer, Gameplay Programmer (sept 2016 - present)
- Akuma no mori - Level designer, Game play programmer (may 2016 - jun 2016)
- Project Dive VR - Producer (feb 2016 – april 2016)
- Heist Night – Producer, System designer (jan 2015 - present)

Achievements

Heist Night:

- NHTV Best Game Gamelab 2
- NHTV Best Code Gamelab 2
- Nominated for NHTV GOTY Gamelab 2

Project Dive VR

- Showcased on Festival Della Scienza

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