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Interests: Games, movies, shows, PC hardware & software



PROFESSIONAL EXPERIENCE

Vanguard Games

<http://www.vanguardgames.net/>

- February 2011 – Present
- Senior Game Designer (2016)
- Game Designer (2012)
- Intern Game Designer (2011)

Vertigo Games

<http://www.vertigo-games.com/>

- August 2009 – January 2010
- Student Game Designer

Game Design Experience:

- Concepting
- Prototyping
- System Design
- Monetization Design
- Content Design
- Asset management

PUBLISHED TITLES

Halo: Spartan Strike

[Halo: Spartan Strike](#)

- April 2015
- Vanguard Games
- Windows 8, Windows Phone 8, Steam, App Store

Base Busters

[Base Busters](#)

- September 2014
- Vanguard Games
- App Store, Google Play

Halo: Spartan Assault

[Halo: Spartan Assault](#)

- July 2013
- Vanguard Games
- Xbox One, Xbox LIVE Arcade, Windows 8, Windows Phone 8, Steam, App Store

Gatling Gears

[Gatling Gears](#)

- May 2011
- Vanguard Games
- Xbox LIVE Arcade, PlayStation Network, PC, Steam

Adam's Venture 2

[Adam's Venture 2](#)

- April 2011
- Vertigo Games
- PC

SKILLS

- ✓ Well-developed design skills and intuition
- ✓ A thorough understanding of gameplay theory and gameplay logic
- ✓ Outstanding analytical ability
- ✓ Creative and fast learning mind
- ✓ Creating coherent systems and minute to minute gameplay
- ✓ Ability to translate game ideas and mechanics to explanatory visual and textual documentation
- ✓ Always thinking of the product as a whole and the player's individual experience
- ✓ Ability to interpret player and peer feedback and turn it into in-game solutions
- ✓ High systematic intelligence and strong problem solving skills
- ✓ Good technical eye and mind with an attention to detail
- ✓ Excellent organizational, communication and presentation skills
- ✓ Tight cooperation and positive team-oriented attitude

Languages: Written and verbal communication in English and Dutch
Documentation: MS Word, MS Excel, MS PowerPoint
Engines: Unity, CryEngine, Unreal, Blueprint (Vanguard's in-house editor)
Scripting: ActionScript, Unreal Script, C#, VBA, Java, C++
Graphical: Photoshop, Flash, Premiere, Scaleform GFX
Other: MS Project, Tortoise & Perforce SVN, Apache Server, FileZilla

MOTIVATION

As a game designer I primarily strive to always view every aspect of what I create as if I were the target player. "What would I feel if I was playing this as the target audience" is a sentence always in the back of my head. While creating or iterating on designs I always try to keep this "player motivation" as the core of the design.

My personal preference lies in the designing, implementation and scripting of gameplay. Using (visual) scripting tools in engines to create game mechanics, A.I. behaviors or "epic" events are my personal favorite. Backed by good technical, scripting and problem solving skills I love creating and optimizing game logic structures even if it's just fixing flaws or bugs in game systems.

In the future I see myself working on game projects that involve player experience, whether it be games that deeply immerse the player in the story or games that reward the player with feelings of accomplishment. I would also like to keep expanding my design expertise by continuing to grow in all game design areas.

EDUCATION

Bachelor Communication & Multimedia Design

[NHL Leeuwarden](#)

- Specialization: Game Design
- Graduated Cum Laude

HAVO - Science and Engineering

[OSG Sevenwolden](#)