

Lucas Noordzij

Level Designer – Narrative Designer
Lucas_noordzij@hotmail.com –
www.lucasnoordzij.com
Belle van Zuylenstraat 1, 6836 PX,
Arnhem,
The Netherlands
(31)6 18065288

Skills

Level Design
Narrative Design
Balancing
Visual Scripting (Unreal Blueprints)
Basic Programming
Quality Assurance

Software

Unreal Engine 4
Unity 3D
Microsoft Office
Adobe Photoshop
Versioning Software:

- Perforce P4V
- Tortoise SVN

Languages

Dutch (Native)
English

Interests

Reading
Dungeons & Dragons
Hiking
Karate

Education

NHTV University of Applied Sciences,
Breda
September 2014 – 2018 (projected)

Rijnijssel Application Designer MBO
Level 4
September 2011 – July 2014

Projects

2016-2017

The Watcher (NHTV) a narrative driven game, focused on helping people with mental disease. I was a narrative designer and took part in QA.

Toon York Story (NHTV), an action platformer focused on traversal and working together. I was a level designer and took part in QA.

War Photo Hero (NHTV), a slow-paced 3d-person action game where you play a war-photographer to record violations of the humanitarian law. I was a narrative designer.

2015-2016

Gnomes (NHTV), a single player horror game. I was a lighting artist and level designer.

Rhizome (NHTV), a 4-6 Deathmatch Unreal Tournament map. A solo project on which I was a level designer.

Tale of Two (NHTV), an adventure platform game focused on collaboration between parent and child. I was the level designer and team lead.

Extreme Hamster Deathball (NHTV) a brawler type game focused on moving combat. I was the level designer and took part in QA.

2014-2015

Crashastrophy (NHTV), a pinball-esque action game featuring a bumper car. It won Best Game and Best Design at the biannual in-house IGAD awards. I was the level-designer as well as design-lead

Tusik (NHTV), a memory game with extra competitive mechanics. I was the general designer.

Extracurricular Activities Global

Game Jam 2016: **Monday Man!**

Global Game Jam 2017: **N.I.M.B.Y!**