

Kim Reinders Folmer

Gamedesigner

[Portfolio](#) | [Linkedin](#) | [Itch.io](#) | contact@kimrfolmer.com

I am a recently graduated game designer, looking to create authentic game experiences that resonate with players in an emotional and impactful way.

SKILLS

- Ideating & concepting through sketching, drawing, writing, moodboarding, blockout, or (paper) prototyping and communicating these ideas to team-members.
- Coding in C#, setting up simple game systems, in-engine workflows & mechanic/level scripting. Implementing these into Unity.
- Authentic & expressive gamedesign, focused on thematic and atmospheric work and telling stories through- and integrating narrative into gameplay.

EXPERIENCE

(Internship) Gamedesigner at Meteor Mug (sep. 2022 - feb 2023)

- Responsible for level design and prototyped stealth & spy movie themed mechanics for a “whacky” physics based co-op platformer.
- Balancing & tweaking weapons for a rocket-jumping first person shooter and contributing to the design philosophy of raft based gameplay.
- Playtesting with an audience, analyzing and incorporating feedback into new designs (iterating).

EDUCATION

BSc. Creative Media & Game Technologies - Game Designer (2019 - 2024)

University of the Arts Utrecht (HKU)

TOOLS & TECH

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|-----------------|-------------------------------------------|----------------------------------------|
| • Unity (5 - 6) | • Sourcecontrol (Github, Fork, GitKraken) | • Audio editing (Audacity, Ableton 10) |
| • Miro | | |

LANGUAGES

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| • Dutch (Native) | • English (C1 Advanced) | • C# (within Unity context) |
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