

Peter Deurloo

Game Designer

Profile

Address: Aleidisstraat 65c, 3021 SE, Rotterdam
Date of Birth: 3rd of September 1982
Phone Number: +31(0)619900531
Email: peter@deurrific.com
Website: www.deurrific.com

About me: As far as I can remember I've been playing videogames and stepping into the gaming industry has been a dream come true.

I would love to work on either survival horror games or great story driven hack n slash games.

I have a wide range of expertise with the UnrealEngine3 toolset and my knowledge extends into scripting, programming, art and animation.

I consider myself a passionate, hard working, reliable and dedicated team player.

Education

2008 Bachelor in Information and Communication Technology
2002 - 2008 HBO Grafimediotechnologie at the Hogeschool of Rotterdam.
Propaedeutic received in the first year.
2000 - 2001 HBO Small Business at the Hogeschool of Rotterdam.
1995 - 2000 HAVO degree received at Sint Laurens College in Hillegersberg.

Employment

October 2010 - Present day - **Owner / Creative director**
WooShoo (Indie game developer) in Rotterdam (Netherlands)

December 2008 - August 2010 - **Technical Game Designer / Level Designer**
PlayLogic GameFactory in Breda Prinsenbeek (Netherlands)

June 2008 - October 2008 - **Lead Game Design**

Game Developer Coded Illusions B.V. in Rotterdam
 (Netherlands)

April 2007 - June 2008 **Technical Game Designer / Level Designer**
 Game Developer Coded Illusions B.V. in Rotterdam
 (Netherlands)

October 2006 - April 2007 **Game Programmer**
 Game Developer Coded Illusions B.V. in Rotterdam
 (Netherlands)

April 2006 - October 2006 **Internship (graduation): Creating a camera system within the UnrealEngine3**
 Game Developer Coded Illusions B.V. in Rotterdam
 (Netherlands)

2003 **Internship: Virtual Expo - UnrealEngine2 MOD**
 ID-StudioLab in Delft (Netherlands)

September 2002 **Configure Televisions**
 UPC, Amsterdam (Netherlands)

Projects

**PlayLogic
 GameFactory**

Fairytale Fights (XBOX 360, PS3)

Multiplayer hack 'n slash game

In this Unreal Engine 3 project I took on the role of designing and implementing all the bosses, from early concept stage, through playable prototypes, implementation and polishing. This required constant communication with all members of the team, from engineers, artists and animators to the writer and concept artists.

My contribution to the project extended beyond the boss fights as I did most of the environmental hazards as well as technical solutions for major events within the game.

**Coded Illusions
 B.V.**

Adam's Venture (PC)

Third person adventure game

Level design and Lead game design.

Nomos (XBOX 360 and PS3, unreleased)

Adventure with combat and RPG elements

I initially worked on the project as a programmer and went on to become a game designer. Responsible for a great variety of aspects within the game.

Other Projects

School Projects

Rotterdam Landmarks in Google Earth

Several Landmarks of Rotterdam built with SketchUp for Google Earth

Veteran Yard Wars

Small Arcade game.

Hobby project for learning C++

Virtual Expo

Unreal Tournament 2003 MOD

Internship project

Overall Skills

Great communication skills, written and verbal (Dutch and English).

Capable to lead a team, work in a team, make plans and keep deadlines.

Big problem solver and always searching for the best solutions.

Software Skills

UnrealEngine3

UnrealEd	++
Kismet	++
UnrealMatinee	++
UScript	+

Game Engines

Unity 3D	+
----------	---

3D Applications

Maya	+/-
3ds Max	+/-
SketchUp	+

2D Applications

Adobe Photoshop	+
-----------------	---

Microsoft

Microsoft Windows	++
Microsoft Office	++
Microsoft Visio	++