

personal information

name: Kent Kuné
origin: February 13 1978,
Groningen, The Netherlands
discipline: game design
contact: kent@kentyman.net



education

applied physics at the university of Twente
1997 – 1999 (uncompleted)
vwo at Maartens College Haren
1990 – 1997



introduction

I am a methodical all-round game designer with over 15 years of industry experience. I have a hands-on prototyping approach focused on the player experience. My goal is to design game systems in which all aspects of the game form one coherent product with the desired user experience at its core. I strive for elegance, simplicity and consistency.

specialities

system design and analytical thinking
prototyping new gameplay mechanics (Unity3d c#)
finalizing and balancing gameplay
teamwork and a deep understanding of art & tech
able to work under pressure and meet deadlines
AI design
level design

completed games

Halo Spartan Strike - 2015   
overall design, core game mechanics, AI design,
and scripting, level design, narrative design

Halo Spartan Assault - 2013    
overall design, core game mechanics, AI design
and scripting, level design, coop mode design

Gatling Gears - 2011   
core game mechanics, level design, narrative design

Greed Corp - 2010     
concept, core game mechanics, overall design

My Horse & Me - 2007  
overall design, level design

Beachking - 2003  
core game mechanics, level design

London Racer World Challenge - 2003  
level design

Knight Rider - 2002  
prototyping core mechanics

US Racer - 2001  
level design, art

Europe Racer - 2001 
3d art

A2 Racer 4 Cops Revenge - 2001 
3d art

Vakantie Racer - 2000 
3d art

design

player experience
keep it simple

test

observe players
learn and adapt

build

prototype
make it playable

work experience

senior game designer at Vanguard Games
May 2006 – present

guest lecturer at Alfa College, Utrecht School of Arts,
University of Delft
2006 - present

3d modeling teacher at the Utrecht School of Arts
2004 – 2009

lead level designer at PlayLogic Games
2003 – 2005

level designer at Stainless Games
April 2003 – December 2003

senior 3d artist / level designer at Davilex Games
December 1999 – March 2003

autodidactically learning how to make games through
hobby projects
~1990 – present

references

Wim Kuipers, game designer at Stainless Games
(mailto:wim.kuipers@stainless.nl)

Michael Buijck, senior 3d artist at Vanguard Games
(mailto:michael.buijck@vanguardgames.nl)

Michael Buijck, lead artist at Vanguard Games
(mailto:michael.buijck@vanguardgames.nl)

upon request