# personal information

name: Kent Kuné

origin: February 13 1978,

Groningen, The Netherlands

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discipline: game design

contact:

kent@kentyman.net



applied physics at the university of Twente

1997 - 1999 (uncompleted)

vwo at Maartens College Haren

1990 - 1997



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 III IOS STEAR 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 STEAM: IOS concept, core game mechanics, overall design

My Horse & Me - 2007 Wii PC overall design, level design

Beachking - 2003 PF core game mechanics, level design

London Racer World Challenge - 2003 level design

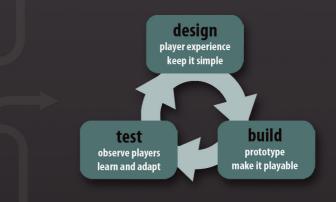
Knight Rider - 2002 PF prototyping core mechanics

US Racer - 2001 - Ph level design, art

Europe Racer - 2001 3d art

A2 Racer 4 Cops Revenge - 2001

Vakantie Racer – 2000 3d art



## 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 Shool 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

references

~1990 - present



