

Robbin Lieverse

Level Designer with a heart for the player

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LinkedIn: [Profile link](#)

Country: The Netherlands

Experience

spriteCloud (February 2018 - Present)

Test Automation Engineer for Heineken and the Royal Dutch Casino.

Team Amusant (June 2017 - Present)

Game/Level Designer for the indie RPG Memory Trees.

Utrechts Stedelijk Gymnasium (September 2016 - June 2017)

Teacher of the Game Design course at a high school.

Counting Counts (September 2016 - February 2017)

Game/Level Designer for indie title Anpu & Pon.

Force Field VR (June 2016 - September 2016)

QA Analyst for the AAA titles Landfall and Term1nal.

Iceberg Interactive (February 2016 - June 2016)

Marketing & Communications intern for an indie game publisher.

McDonald's (June 2011 - June 2014)

Management and training of new employees.

Skills

Unity: Expert

C#: Intermediate

Maya: Expert

Ruby: Intermediate

Photoshop: Advanced

Blueprints: Beginner

Unreal: Intermediate

English: Fluent

Radiant: Intermediate

Dutch: Native

Achievements

China-Dutch Game Jam: Represented the Netherlands in an international Game Jam in China. Achieved 2nd place out of 30 contestants.

Bacon Game Jam: Created a competitive multiplayer game in a Game Jam. Achieved 4th place out of 750 contestants.

Gravity Fall: A multiplayer racing game with a focus on altering gravity. Achieved 4th place out of 30 contestants.

Education

HKU (2013 - 2017)

Game Design and Development - Undergraduate

- Learned about programming and level design.
- Graduated with honours.

HU (2011 - 2013)

International Communications and Media - Undergraduate

- Learned about journalism and professional social media use.

Miscellaneous

Recent Gaming Experience

- Overwatch
- League of Legends
- Rainbow Six Siege
- Fortnite
- Battlefield 1
- Cover Fire