

Finn Schoenmakers

Game Design Student · Seeking a Game-Design Internship

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PROFILE

Game Design student at Fontys University of Applied Sciences with hands-on experience designing and blocking out levels, iterating on gameplay, and building prototypes in Unreal Engine. Seeking a game-design internship where I can contribute player-focused design, practical problem-solving, and a willingness to learn.

SELECTED PROJECTS

Sublevel

Team game | Level design, environment blockout, lighting | Unreal Engine 5.6

Designed a connected bunker route and developed it through in-engine blockouts, testing scale, atmosphere, and navigation.

Project Splitstar

Team game | Level design, environment work, visual effects, UI | Unreal Engine 5.6

Contributed level design, environment work, visual effects, and UI to a 2.5D shooter; planned and tested room progression.

Target Shooter

One-week prototype | Gameplay and rapid iteration | Unreal Engine 5.6

Built the shooting mechanic and target behavior, then iterated on hit feedback and the focused aim-training loop.

WORK EXPERIENCE

Climbing Instructor and Rescue Team Member | Fun Forest Venlo

November 2022–Present

Started as an intern in November 2022 and joined the staff in spring 2023. Currently work as a climbing instructor and rescue-team member.

SKILLS AND TOOLS

Design: Level design, environment blockout, lighting, gameplay prototyping, iteration

3D: 3D art, Blender

Engines: Unreal Engine 5.6, Unity

Other tools: Visual Studio Code, GitHub

EDUCATION

Fontys University of Applied Sciences | ICT, Game Design

2024–2028 (expected)

Yuverta | MBO 4, Bos- en Natuurbeheer

2021–2024

LANGUAGES

Dutch — Native

English — Fluent