

Finn Schoenmakers

Age: 21

Venlo, Netherlands

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Education

Fontys University of Applied Sciences - ICT

2024 - 2028 (Projected)

- **Specialisation in Game Design**

Yuverta - MBO 4, Bos- en natuurbeheer

2021 - 2024

Blariacum college – VMBO T

2018 - 2021

Game Projects

Sublevel (*Team of 3*) - Unreal Engine

Sep 2025 - Oct 2025

- **Designed and built level layout focused on player flow**
 - **Created and implemented UI elements**
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Project Splitstar (*Team of 4*) - Unreal Engine

Oct 2025 - Dec 2025

- **Designed level environments and gameplay spaces**
 - **Developed UI systems and visual effects (VFX)**
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Target Shooter (*Solo*) - Unreal Engine

Jan 2026

- **Designed and implemented level for target-based gameplay**
- **Developed core shooting mechanics using visual scripting**

Skills & Interests

Technical:

Unreal Engine (Visual Scripting), Unity (C#), Godot (GDScript)

Languages:

Dutch, English

Game interests:

Competitive shooters, racing games, survival games, sandbox games, roguelikes, soulslikes,

Free Time Activities

Working at Fun Forest Venlo as a **Climbing Instructor & Rescue Team Member**, responsible for guiding visitors and ensuring their safety

Bouldering to stay active and continuously improve problem-solving skills