



**Martijn Tielemans**  
Game Designer

## Personalia



21/09/2001



Martijntielemans.nl



martijn.tielemans  
@live.nl

## Technical Skills

- Unreal Engine
- Unity Engine
- C#
- Blueprinting
- Godot Engine

## Software

- Blender
- Git, Perforce
- Miro, Trello
- Adobe Suite
- Microsoft Office

## Personal Skills

- Public Speaking
- Fluent in English
- Fluent in Dutch

## About Me

Nice to meet you! My name is Martijn. I am a Game Designer with 6 years of experience working on games in Unreal Engine and Unity Engine.

I have worked on Pizzapocalypse, a Dutch Game Awards nominated game and have won 1<sup>st</sup> place on a game jam with my entry.

I am looking for challenging opportunities to further my skills and contribute value to a team.

## Work Experience

07/2023

09/2023

Mail Delivery at PostNL Tilburg

02/2022

06/2022

Internship at Dutch Rose Media

Worked on developing AR experiences and assets with Unity Engine in the team. There were a wide variety of projects and clients.

08/2020

01/2021

Internship at DeStudio

Here I worked with a team of students on a VR experience in Unreal. I was also the point of contact for the customer and team.

07/2017

09/2017

Technical Service at TerSpegelt Eersel

## Project Experience

2025

Aria Skies

Fighting game, launched on Steam.  
Solo project I worked on for two years.

06/2024

Pizzapocalypse

Cartoony platformer. 18-person team.  
I mainly worked on Enemy Design.

05/2023

Beetle Brawl

Multiplayer versus action game. 14-person team. My role was System Designer.

## Education

2026

BASc Degree Game Design

Breda University Of Applied Sciences

2022

VET 4 Degree Game Development

SintLucas Eindhoven