

Curriculum Vitae

Personal Info

Name: Lennart Martin Hoting

Born in: 1983

Nationality: Dutch

Languages: Dutch, English and German

E-Mail: lennarthoting@hotmail.com

Portfolio website: <http://www.lennarthoting.com>

Education

(2002) Finished high school with a HAVO degree at the Meander College in Zwolle.

(2006) Graduated as Bachelor of Fine Arts at ArtEZ Hogeschool voor kunsten.

(2011) Graduated with honours as Bachelor of Game Design & Development at the Utrecht School of the arts, Faculty Art & Technology.

Internship

(2010) A 6 month design internship at Vanguard Entertainment Group focusing on: level design, enemy placement and overall game design for the game 'Gatling Gears'.

Work

(2010) I worked at Vanguard Entertainment Group, on the game 'Gatling Gears' for an additional 2 months after the completion of my internship at Vanguard Entertainment Group. This game was released for Xbox360, PS3 and PC.

(2011) I worked at Team6 Game Studios for 4 months as a Game Designer, Level Designer and UI designer.

(2012) I (re)designed and balanced most levels for Panic! This is a puzzle game for Playstation Mobile. During this period I performed some additional bug tracking and gave general design feedback to further improve the quality of the final game.

I also designed several levels for Action Commando; a first person shooter for Playstation Mobile and gave design feedback to improve the title.

(2012) I wrote gameplay pitches for Glowforth and worked on the game designs for two upcoming games with the working titles: Hiko and Dragonfly.

(2013) I worked 7 months as a full time Game Designer for Glowforth on the game called Last Inua. This sidescrolling platform adventure was initially launched on iOS but later also released on Steam. In addition to the game design I was also responsible for the level design and testing of the game.

(2013 - 2016) I work as a Game Designer for One More Rabbit. During my almost 3 years of work at the studio I created the game design for Glitch Hunter; a cyberpunk themed digital collectible card game that was put up for kickstarter. Most of my time at One More Rabbit has been focused on the game design, level design and testing of Racing Wars; a top down F2P racing game. This title initially launched on iOS but is also being prepared for launch on Android

devices. Aside from my design related tasks I was also actively involved in the day to day management of the development team.

On the side I also worked as a part time designer for Glowforth on several smaller projects including: Server Challenge; a showroom game about creating cost effective servers which was released iOS and the Disney Media Binder app which was released for iOS and Android. I also worked on several currently unreleased projects that are still in development.

(2016 - 2016) I worked 4 months as a part-time Game Designer for Glowforth on the game called Dragonfly for Tango enabled phones which has been released on the Google Play Store. Additionally I worked on preparing Dragonfly for VR release on Gear VR and Google Daydream. During this time I was also in charge of the day to day management a programmer who worked on a currently undisclosed app. At the end of the period I started work on a currently undisclosed VR gameplay experience featuring full motion gameplay.

Skills

Good understanding of:

- game design conceptualization
- game design principles and methods
- game design documentation
- managing a small development team
- concept design
- level design
- balancing
- enemy placement
- interface design
- Photoshop
- Premiere
- Unity

Additional knowledge:

- 3DSMax
- Maya
- Mantis
- Tortoise SVN
- iOS
- Android
- Free to play
- Metrics

Abilities

Learning: Strong learning ability.

Analytical: Strong analytical mind concerning gameplay and mechanics.

Communicative: Able to communicate clearly and/or facilitate communication.

Flexible: Specialized in design but able to perform other tasks when needed.

Physical prototyping: Rapid physical prototyping skills.