Ferre Ceustermans

Game Designer ***(willing to relocate)***

Click to see my Portfolio

CONTACT

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Belgium, Heusden Zolder

29/01/2004

Belgian drivers license

EDUCATION

Masters in Audiovisual Arts: Game Design
LUCA school of arts
2025-2026

Bachelor in Audiovisual Arts: Game Design
LUCA school of arts
2022- 2026

LANGUAGES

Dutch: **native language**
English: **very good**
French: **basic**

SKILLS

Blender:
- modeling
- sculpting
- animating
- rigging

Unity:
- level blockouts
- prototyping
- C#

Premiere Pro:
- video editing
- cinematics / storyboards

WHO AM I?

Creative Game & Narrative Designer with a 4-year degree and internship experience at Cyborn. Skilled in level design, gameplay prototyping and storytelling. Proficient in the entire process from concept and storyboarding to implementation using Unity and Blender. Goal-oriented in iterating on player feedback to deliver clear, engaging gameplay.

EXPERIENCE

Internship Game Designer:
Cyborn
2026: July - October
- designing levels
- documenting design for developers
- working together with devs and team
- creating basic blockouts of levels
- modelling a mixture of very simple and more detailed 3D-models for level design
- UI prototyping
- QA

Part-time Lifeguard
Pool Kapermolen, Pool Terlaemen
2021 - 2024: summers
- work in a close team
- maintain order

Part-time Sales Assistant
Decathlon
2023: summer
- work in a team
- help and communicate with customers

Photoshop:

- photo editing
- 2D Art

Jira:

- documentation
- flow diagrams

SOFT SKILLS

receptive / open minded:

As a game designer I am very curious about other people's feedback and trying to figure out how to apply it in the best possible way. During my internship this was one of my most crucial tasks.

teamplayer:

During my college years I've collaborated with many students from different fields of studies and in my internship it was crucial to work well with other colleagues to make sure nothing got messed up.

HOBBIES

- spanish guitar
- writing fantasy stories
- reading
- drawing