

# TIM VEGTER

## Game Director

Creative leader with 15 years of industry experience specializing in VR development, system architecture, and feature prototyping. Driving complex game design from initial concept to master-tier player experience, solving independent development challenges with scalable workflow solutions.

## // WORK EXPERIENCE

### GAME DIRECTOR

Vertigo Games: Amsterdam [May25 - Now]

- Beacon of light for a 30-man team on a second, high-profile IP, game project for Meta Horizon
- Increased team knowledge about mobile free-to-play design by analyzing strong comps
- Created 10+ client-facing decks for UI/UX, progression, economy and monetization designs

### LEAD DESIGNER

Vertigo Games: Amsterdam [Apr24 - Apr25]

- Established 5+ new workflows for working with the new Meta Horizon engine
- Created an entire game concept for testing the new Meta Horizon engine; a project was born
- Used UXR to increase user retention by 20%

### PRINCIPAL TECHNICAL DESIGNER

Force Field: Amsterdam [Jan20 - Mar24]

- Spearheaded the research and integration of 10+ cutting-edge VR development tools and gameplay systems, ensuring the studio remained at the forefront of industry advancements



## // PORTFOLIO

- [timvegter.com](http://timvegter.com)

## // CONTACT

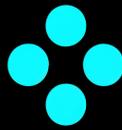
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## // LANGUAGES

- Dutch (Native)
- English (Fluent)

## // DESIGN SKILLS

- System Design
- Feature Design
- UI/UX Design
- Progression Design
- Economy Design
- Monetization Design
- UXR & User Analytics
- Tools Design
- Workflow Design



[TRANSMISSION\_ESTABLISHED]

STATUS: READER\_HOOKED

## SENIOR GAME DESIGNER

Vanguard Games: Amsterdam [Jan16 - Dec19]

- Designed and implemented complex progression, interaction, and UX/UI game systems for 15+ projects and demos

## GAME DESIGNER

Vanguard Games: Amsterdam [Mar12 - Dec15]

- Quickly grew in responsibilities as gameplay feature designs and prototypes formed the foundation for 5+ projects and demos

## INTERN GAME DESIGNER

Vanguard Games: Amsterdam [Jan11 - Feb12]

- As a QA difficulty tester, wrote an extensive scoring design that got adopted in the game and the internship converted from QA to Design
- Quickly learned 2 new engines and contributed to 2 projects and 1 demo, extending the internship by another 6 months

## INTERN GAME DESIGNER

Vertigo Games: Rotterdam [Aug09 - Feb10]

- Designed, grey boxed, and implemented 3 large environment puzzles of which 2 were kept in the released game

## // EDUCATION

### BACHELOR OF MULTIMEDIA

NHL: Leeuwarden [Jan08 - Jan12]

- Rating: Cum Laude

## // SOFT SKILLS

- Direction / Vision
- Communication
- Collaboration
- Adaptability
- Problem Solving
- Analytical
- Data Interpretation
- Research
- Documentation

## // HARD SKILLS

- Google Workspace
- Figma
- AI Prompting:
  - Gemini
  - Nano Banana 2
  - NotebookLM
- Engines / Editors:
  - Unreal
  - Unity
  - Horizon Studio
  - Roblox Studio
- Scripting / Coding:
  - Javascript
  - Monoscript
  - Typescript
  - Blueprint (UE)
  - C#
  - C++

## // HOBBIES

- Board Games
- Reading
- Puzzles
- Lego