

## Esther Zuidgeest

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Haarlem, The Netherlands



### SENIOR TECHNICAL DESIGNER

When given feedback, I often hear how people enjoy working with me. I understand that creating something awesome together is a happiness shared and doubled.

Coordinating with many disciplines I realized dozens of interactive gameplay elements and arguably set up the most complex enemy's attacks on Horizon Forbidden West.

I listen and collaborate to create impactful and user friendly solutions. Because of my background, I can wear many hats, quickly create functional prototypes and work on elements that are most critical to the project.

Player interaction and designing and creating gameplay elements are my current interests.

I excel in an environment where direction gives structure to creative freedom and where team members empower each other.

### HARD SKILLS

Game Development | Visual scripting | Unreal Engine | Decima Engine | Bridging Design, Art and Code | Performance | Maya | Script tools | Rigging & Animation | Shaders & Particle fx

### PROFESSIONAL EXPERIENCE

#### SENIOR TECHNICAL DESIGNER

July 2019 – December 2024

Guerrilla, Amsterdam

Guerrilla is a leading video game development studio based in Amsterdam, renowned for creating the critically acclaimed *Horizon* series and leveraging cutting-edge technology to deliver immersive gaming experiences.

As a Senior Technical designer I:

- Developed and shipped [Horizon Forbidden West](#) and [Horizon Forbidden West: Burning Shores](#)
- Used Decima engine and visual scripting to create interactive (multi)player gameplay elements enriching the world with interactive content.
- **Pitched several designs with prototypes** for [HFW:Burning Shores](#). The unstable firegleam was adopted.
- Set up enemy attacks and destructibility on 5 machines of which one is arguably the most complex one in the game: The Slaughterspine.
- Took several initiatives to improve team dynamics, share knowledge, and improve cross-disciplinary pipelines which lead to better collaboration and efficiency.
- Organised company football and Halloween movie nights, enhancing company culture.

## GAME DESIGNER, TEAM LEAD

2018 - 2019

Dimenco, Veldhoven

- **Designed and developed** games, interactions and demos in UE4, showcasing the unique 3D screen, hand tracker, haptic feedback and 3D audio.
- Managed a team of 4, coordinating and focusing our tasks.
- Created intuitive interactions with hand gestures to make the game more user friendly
- Designed, developed and showcased a catapult game using the hand tracker at the Dutch Design Week in Eindhoven. Many people of all ages were able to play and enjoy the game.

## TECHNICAL ARTIST

2017 - 2018

ForceFieldVR, Amsterdam

- Profiled, optimized, and safeguarded performance on several VR titles for Gear VR, so they ran smoothly on various mobile devices on launch.
- Developed gaze interaction to navigate the Anne Frank VR game.
- Developed a reusable object interaction component for Anne Frank VR
- Researched and recommended a pipeline for photogrammetry.

## TECHNICAL ARTIST

2014 - 2016

Dovetail Games, Chatham, UK

- Developed and shipped the game [Eurofishing](#).
- Rigged the player characters and fish.
- Created fish variation using blend shapes, joint offsets and dynamic shaders.
- Created a Time Of Day and weather system that change the look of your surroundings.

## EDUCATION

### Advanced Rigging Course

2013

Anomalia, Czech Republic

Learned several advanced techniques for rigging in a 11 day intensive course

### Bachelor Game Visuals

2007 - 2011

Breda University of Applied Sciences

Grade: A (8)

- Digitized an okapi skeleton at Natural History Museum Leiden.
- Created a procedural spider generator using Houdini.

## SOFT SKILLS

Team work | Problem Solver | Proactive | Analytic | Improve efficiency | Demonstrate and Teach | Perpetual Cookie Stash

## INTERESTS

Biology and creatures | Music | Cooking | Player interaction | Indie Games