

# Loeck Treure

XR Designer with a background in game development

✉ loeck.treure@hotmail.nl 📞 +31615040683 📍 Alblasserdam

## Education

**International Game Architecture and Design (Bachelor's degree)** Sep 2017 - Jul 2021

Breda University of Applied Sciences (BUAS), Breda  
Graduated cum laude (Grade: 9.1)

**New Media Design (Master's degree)** Feb 2022 - Feb 2024

Tilburg University, Tilburg (Grade: 7,5)

## Certificates

**Bachelor's certificate in Intermediate Statistics** Feb 2022

LOI Hogeschool, Leiderdorp (Grade: 8)

**Basic Emergency Response (BHV)** Mar 2022

Nibhv, Sterrenburg BHV, Alblasserdam

## Experience

**UI/UX - Game Designer (Internship)** Feb 2021 - Jun 2022

Force Field, Amsterdam

Ready, Set, Cook is a co-op game played inside Facebook Messenger on which I worked during my internship during which I:

- Created and iterated most of the initial Italian-themed levels.
- Was responsible for a significant section of the game's UI design.
- Participated in working on the game's core gameplay design.

**UI/UX - Technical Designer (VR Project)** Sep 2020 - Jan 2021

Ford Wensveen, Alblasserdam

The Mach-E VR experience is an individual-developed proof of concept during my graduation year where I:

- Laid focus on improving the user experience in a VR customizer.
- Improved the room-scale experiences in smaller rooms.
- Optimized the experience for both the Quest 1 and 2.

**UI/UX - Technical Designer (VR Project)** Sep 2019 - Jul 2020

School Project, Breda

Spellbound Spire is a non-euclidean exploration puzzler for VR released on Steam in 2020. The game has over 70.000 downloads and I:

- Contributed to the core feedback loop and guided the UX Team.
- Was responsible for the creation of the onboarding levels.
- Worked together with the programmers in optimizing the game's performance.

## Personal details

Date of birth  
May 14, 2000

Portfolio  
www.loecktreure.nl

LinkedIn  
linkedin.com/in/loeck-treure-xr-gamedesigner

## Skills

- Game Design
- XR Development
- UX Design
- Data Analysis Agile
- Development
- Proactive

## Tool proficiency

Unreal Engine 4/5

Unity

Visual Studio

Perforce

Atlassian JIRA

Adobe XD

Adobe Illustrator

Adobe Photoshop

## Languages

Dutch (Native)

English (Proficient)

