

Lila van den Heuvel

Designer | Creator | Photographer



About me

I'm an undergraduate Media Design student specializing in immersive and interactive experiences.

Skilled at combining storytelling, visual design, and user-centered thinking to develop engaging concepts and prototypes. Experienced in multidisciplinary collaboration and eager to bring creative and technical abilities to professional projects.

Find more about my work on my personal website. Also try to look for the easier eggs.

Education

Fontys university of applied science

Propaedeutic
2025

Media design/game design
2023 - 2026

Minor - Immersive Experience Design
2026 - now

Huygens Lyceum Havo

E&M - Economie en maatschappij
2018 - 2023

Tech skills

- HTML, CSS
- JavaScript (basics)
- Minor work with React
- Figma
- Git
- Visual Studio Code
- Godot
- Blender (basics)
- Minor work with Davinci Resolve

Soft skills

- UI/UX design
- Branding
- Prototyping/iterating
- Documentation
- Communication
- Storytelling
- Responsible
- Creative

Languages

- Dutch (native)
- English (professional level)
- Korean (reading)

Work experience

1K3

web design
2026 (ongoing)

De Oerse Molebakker

Server/cashier
2022 - now

Student Fontys ICT

- Completed 3 semesters in ICT Media & Design. Working on projects that focused on branding, front-end development, story telling, videography and researching.
- Completed 1 semester in Game Design. Working on games in Godot and Unity.
- Currently completing the minor Immersive Experience Design.

Contact

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