



Personal information

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 The Netherlands
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Professional title: Bachelor of Art and Technology (B AT)
 Date of birth: 30-06-1990
 Place of birth: Rotterdam
 Nationality: Dutch
 Gender: Male

Education

2010 - 2015 Art & Technology
 Saxion University of Applied Sciences NL
 Diploma gives entry to a master study.
 Domain: Edutainment (specialisation in game design,
 2D and 3D art, animation and interactive storytelling)

2003 - 2009 Pre-University Education – Science profile
 Carmel College Emmen NL
 Diploma gives entry to the university.
 Subjects: Dutch, English, French, German, Mathematics,
 Physics, Science, General Science, Drawing, History,
 View of Life, Physical Education.

Employment

2016 - present
 November Regular Game Designer / Artist
 Kucheza
 Game design, art and production on a serious game (PC, mobile)



2016 - 2016
 January Oktober Junior Game and Level Designer
 Guerrilla Games
 Game and level design on Horizon Zero Dawn (PS4)



2015 - 2015
 September November Game Design Teacher
 Saxion University of Applied Sciences
 Courses game design and 2D animation



2015 - 2015
 February September Junior Level Designer
 Digital Dreams
 Game and level design on Metrico+ (PS4/XOne/PC)
 and on an unannounced project



2013 - 2013
 February July 2D Artist / Animation Intern
 T-Xchange serious games
 Vector art and animations for the CODE game suite (PC)



2013 - 2015
 January April Freelance camera operator
 FarmaActueel.nl



2012 - 2015
 February December Freelance game journalist
 InsideGamer.nl



2011 - 2015
 October September Multimedia editor
 Saxion ICT & Education
 Interactive iBook and weblecture creation.





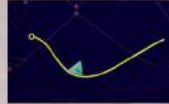
Independent games

2017 - present
January

Game Designer

“Team String Theory”

Game design and business for two String Theory webgames (1M+ plays online) and an unannounced String Theory game.



Experience

Game conferences/events:

- Gamescom 2017 (business meetings experience)
- Gamescom 2015 (exhibitor experience)
- Gamescom 2011-2013
- Unite Europe 2015
- FMX Festival 2014
- Control Conference 2013-2015 and 2017
- Indievelopment 2014-2015
- Playgrounds Festival 2013-2014
- Indigo 2012-2015

Game jams:

- Ludum Dare 35 (2016)
- Global Game Jams 2013-2015 (Saxion, Enschede)
- Summer Game Dev 2012 (Dutch Game Garden, Utrecht)
- Several self-hosted gamejams

Qualifications

Game design

- Decima Engine
- Unity3D
- Unreal Engine
- Adobe Flash

2D

- Adobe Photoshop
- Adobe Illustrator

3D

- Autodesk Maya
- Autodesk 3ds Max
- Pixologic Zbrush

Video editing

- Adobe After Effects
- Adobe Premiere Pro

Programming

- Visual Scripting
- JavaScript
- ActionScript
- C#
- HTML/CSS

Version Control

- GIT
- Perforce

Production/Scrum

- MS VSTS
- JIRA
- Hansoft

Misc.

- Apple Logic Pro
- MS Office

Languages

- Dutch (native)
- English (fluent)
- German (fair)

References

Guerrilla Games

Floris Kooij

Lead World Designer

Phone: +31 (0)20 427 2277

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Digital Dreams

Thijmen Bink

CEO/Tech Director

Phone: +31 (6) 81 72 52 96

E-mail: thijmen@digitaldreamsgames.com