

Passionate junior designer with strong analytical & conceptualization skills hunting for that coveted first job in the industry.

## Career Objective

A design study and 2 internships left me wanting for more. I want to use my passion, focus and effort for creating games. While pushing myself to learn more and to become better at what I do.

## Experience

- ▶ **Tech Support at Conduent, Almere** **2017 Jan - Present**  
Tech support agent for Ziggo (inbound Call Centre)
- ▶ **Junior Designer at NfCollect BV, Lelystad (3-month contract)** **2016 May - Aug**  
Designer assigned to creating visual material such as banners, info graphics, web content, business cards. And setting up websites.
- ▶ **Production Worker at Intersnack BV, Lelystad** **2015 May - 2016 May**  
Production work in a snack factory.
- ▶ **Game Design Intern at Fatshark AB, Stockholm** **2013 July - Dec**  
I researched and designed the tablet port for the game Krater.  
Designed levels for: War of the Vikings & Hamgilton's Puzzle Run.  
Assisted with the Console TRC for Cobalt.
- ▶ **Game Design Intern at UnitedGames BV, Wormerveer** **2011 Feb - June**  
Game Design Internship, where I reverse engineered mobstar.cc. And redesigned it, including new mechanics, features and missions
- Other activities**
- ▶ **Independent Game Development** **2016 Aug - Present**  
Isometric Stealth Game. (ongoing)
- ▶ **Doom Snapmap workshop & challenge** **2016 Sep 19 & 22**  
DGDARC & Bethesda student workshop & challenge, where I helped during the workshop and was part of the jury
- ▶ **Modding** **2015 Jan – 2016 Oct**  
Custom Skyrim Dungeon: [Tyрмаi's Flying Castle](#)  
Doom Snapmap, mapID: XHR7PY3N
- ▶ **Saxion Art Committee** **2008 - 2012**  
Member of the art committee at Saxion Universities
- ▶ **Secretary of HSV High-Tech Hitters** **2009 - 2010**  
Student soft- and base-ball club, at the University of Twente

## Education & Skills

- ▶ **New Elan, Lelystad** **2015 Sep - Present**  
Personal Development & networking course
- ▶ **Loi.nl, Online** **2015 May - Oct**  
C# Introduction Course
- ▶ **Saxion University of Applied Sciences, Enschede** **2008 - 2014:**  
Bachelor of Concept Design and Development

**Fields of Knowledge:** Game Design, Level Design, Interaction Design, Visual Design, C# Scripting, Visual Scripting, 3D Modelling, Texturing

**Software Experience:** Photoshop, Maya, 3DS MAX, Blender

**Engine Experience:** TES Creation Kit, Bitsquid, Unity, UDK

**Languages** Dutch: Fluent; English: Full professional proficiency