

7/1/2014 TO 3/1/2018 Freelancer – Various *Amsterdam, The Netherlands*

GAME DESIGNER, WRITER AND PRODUCER

Worked on various applied games for clients ranging from small independent studios to non-profit organizations. Was also responsible for managing the budget and finances of my projects. Clients and projects include:

- YipYip – An Interactive Story about Autism
- Penguin Motion – VR Sports Adventure
- Unannounced – Story-driven Mobile Game

8/1/2015 TO 8/1/2017 Split Collective – Lordbound *Amsterdam, The Netherlands*

QUEST DESIGNER

Designed and implemented several quests for Lordbound, a community-driven mod for The Elder Scrolls V: Skyrim.

- Quest Design
- Scripting
- Creative Writing

1/14/2013 TO 5/20/2013 Abbey Games - Reus *Utrecht, The Netherlands*

GAME DESIGNER

Worked on Reus, a 2D God Game in which you take control of nature through the hands of mighty giants. Released in 2013 for PC, Mac and Linux.

- Scripting
- Tutorial Design
- Game Design

EDUCATION

2010 TO 2014 University of the Arts Utrecht *Utrecht, The Netherlands*

BACHERLOR IN GAME DESIGN AND DEVELOPMENT

Graduated with distinction.

FOR REFERENCES

ROY VAN DER SCHILDEN

Lead Writer and Co-Founder at Wispfire

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ADRIAAN JANSEN

Creative Director and Co-Founder at Abbey Games

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KEANO RAUBUN

Narrative Designer at Nixxes | Lead Quest Designer at Split Collective

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