






Profile






I am a game designer with a passion for games that have a positive impact on people and the world.
I would love to use my skills and knowledge to create these games.
I am at my best when working in multidisciplinary teams.
I am interested in learning from other game designers.

Skills

Design

-  Analysis
-  Documentation
-  Paper and digital prototyping
-  Playtesting
-  Generating and selecting concepts

General

-  Professional communication
-  Receive and use feedback
-  Working in multidisciplinary teams
-  I aim to create positive impact
-  3 years experience in Unity and C#

Professional Experience

Little Chicken – internship – 2016 (5 months)

Little Chicken Game Company is an applied game company that now focuses on entertainment games

At Little Chicken I have had the opportunity to work on applied games as a developer intern. I did this as part of a Scrum development team. I was looking for an answer to the question: how are applied games made? Post-internship, I helped finish an app.



Hefhijis – freelance work – 2015-2016 (12 months)

Construction company Hef & Hijs wanted a promotional game

I helped a team that was no longer productive. By doing this, I learned to communicate about deadlines and deliverables.



Workshop making games – freelance work – 2017 (1 month)

The local library of Vianen wanted to introduce children aged 10-12 to making games

I created the workshop and then gave my own workshop twice.



student assistant HTML & CSS – 2015 (1 month)

First year game students learn about computer instructions

I assisted the teacher by answering student questions and grading student websites.



Education

HKU Game Design and Development – 2014-2018

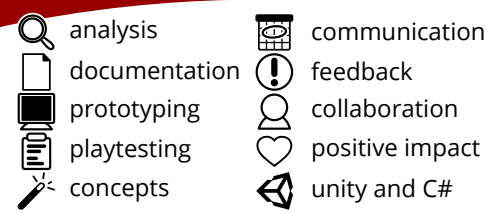
I worked on multiple major projects in collaboration with artists, audio producers and marketers. I attended classes in design, psychology, storytelling, programming, drawing and 3d modelling and animation.

pre-university education – 2008-2014

subjects Dutch, English, German, chemistry, physics, history, economy, mathematics B and D, average grade A, grade A in CPE (Cambridge Proficiency English)

Niels de Jong

Game Designer



Project Experience

Chalk Gardens – graduation project – 2018 (6 months)

Chalk Gardens is a fantasy exploration game with a serious theme: 'you can deal with setbacks by changing your perspective on them'

As game designer and programmer I guided the project from idea to playable game. I did this by creating and playtesting many paper and digital prototypes. I created design documents to track and visualize the design and changes to the design.



End of life – school project – 2017 (4 months)

End of life was an exploratory project into what games and interaction can do for the terminally ill elderly.

I documented the design process and tested prototypes related to two of the three concepts we worked on.



Around the Creek – school project – 2017 (4 months)

Around the Creek is a story-driven game in which you get to know and love strange characters while making difficult (moral) choices in order to solve an exciting mystery.

I was the lead designer and programmer on the project. My main contribution was introducing a way of pacing the experience that put a spotlight on what makes the game stand out: the strange characters.



Bezint eer ge begint – school project – 2016 (2 months)

Bezint eer ge begint is an artgame to show elderly people the artistic qualities of games as a medium

I was one of two designers in this project. Together we translated the assignment of 'make something for elderly people' to a concept with a clear goal. I then created a playable prototype based on this concept.



Defire – school project – 2015 (3 months)

Defire is an applied game that teaches students about fire safety

I was the designer and programmer for this project and created, in collaboration with two artists, a game that teaches you fire safety best practices through its mechanics and level design.



Game Maker Games – hobby – 2009-2014

Game Maker is a game engine aimed at making simple 2D games

I have spent some years making both smaller and larger games in game maker. See my portfolio for the more completed games.



More

More projects

See my portfolio for background information, details, onepages, playtest reports and more projects www.redowlgames.nl