

Bart Vossen

24 years old - Dutch nationality
Oosterstraat 33a, 4812VA Breda, Netherlands
Born 2-9-1991 in Roermond (Netherlands)
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Portfolio: bartvossen.weebly.com

Game Designer

I am a game designer who specializes in combat design and level design, with a focus on the AAA industry. I focus on designing interesting and engaging experiences for the player.

EDUCATION

- 2010 – 2015* **Bachelor in International Game Architecture & Design** – NHTV University of Applied Science, Breda, Netherlands
Relevant modules: Ludology, Level Design, Multiplayer design, UI Design, Narratology, QA, Concept Design, Business Management, Gamelab (projects).
Research project: *Hack 'n Slash combat design, How complexity is build up.*
Thesis: *Level-, enemy-, and AI design for melee combat systems.*
- 2009 – 2010* **Communication and Multimedia Design** – Hogeschool Zuyd, Maastricht, Netherlands.
- 2009* **HAVO** – Lyceum Schöndeln, Roermond, Netherlands
Specialized in exact sciences and biology.

PREVIOUS WORK EXPERIENCE

- Sept. 2015 – Present* **Software Developer** – *Citrus Software, Oisterwijk, Netherlands.*
- Programming in Java and JavaScript, and UI design for exam software;
- January – August 2015* **Freelance Web Developer.**
- Designing and developing websites using HTML5, CSS, JavaScript, jQuery, and WordPress for multiple clients;
- February – June 2014* **Game Designer intern** – *Triumph studios, Delft, Netherlands.*
- Worked on *Age of Wonders 3*, and the DLC;
- Was responsible for level and campaign design, system design, quality assurance and game balancing;
- January – June 2013* **Lead Game Designer, “Gravity Swing”** – *NHTV, Breda, Netherlands.*
- Coordinates a team of 9 and communicate the vision and design to the team;
- Concept design, Gameplay design, Level design, UI Design, Menu Design;

COMPUTING SKILLS AND LANGUAGES

Advanced knowledge: UDK (Unreal 3 & 4), Unity (4 & 5), Microsoft Office, Photoshop.
Proficient: LUA, Flash, Maya, 3DS max, HTML5, Illustrator, Premier Pro, Adobe Audition.
Dutch: Native language
English: Fluent

INTERESTS AND ACTIVITIES

Video games: My favourite games are Action games (DmC , Blazblue , God of War, Monster Hunter), Tell tale games, Pokémon, and Multiplayer games (I mostly enjoy playing with friends).
Music: I play drums and piano, and have been in a few bands.
Scouting / Survival: I’m a member of Scouting since 2001, and group leader since 2011.
Other: Friends, Movies, and TV series.