

Curriculum Vitae

Junior Designer

Personal Information

Name: Nathan Daniëls
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Education

2010 – Current International Game Architecture and Design (IGAD), Design and Production, HBO (Bachelor), NHTV Breda
2009 – 2010 Communication and Multimedia Design, HBO (Bachelor), HAN University of Applied Sciences Arnhem
2003 – 2009 Higschool Lorentz Lyceum Arnhem & Higschool Rijnijssel College Arnhem

Project Experience

Sept 2013 – Feb 2014 Working as an intern at Stolen Couch games.
Feb 2013 – Sept 2013 Specialisation, working on an interactive narrative in the Amnesia Level editor.
Sept 2012 – April 2013 Designer on a Commercial 3D browser game, working on Mechanics, Sound and Level design also active as QA of the game.
2012 – 2013 Participant in the Global Game Jam 2012 and 2013, both years worked on the project as lead designer.
Sept 2011 – Jul 2012 Lead designer on a 3D space shooter, working on the design of Level, Mechanics, Sound, Controls, Narrative, Achievements, UI, and Game Menu's.
Feb 2011 – Jul 2011 Team Lead and Lead designer on a 3D puzzle game, working on Team and scope management as well as Level, Puzzle, Narrative and Mechanics design
Sept 2010 – Feb 2011 Designer on 3D puzzle game, working on the GDD, the Levels, Puzzles, Narrative and Mechanics.

Languages

Dutch, English Fluent
German, French Beginner

Software Experience

Basic Understanding of: Unity, Flash, C++, HTML & CSS, Autodesk 3ds Max, Adobe After Effects, Microsoft Excel
Working Understanding of: Adobe Audition, Adobe Photoshop, Unreal Development Kit, Microsoft PowerPoint, SVN
Great Understanding of: Microsoft word

Activities and interests

Interests	I enjoy Gaming, snowboarding, listening and making music, playing sports and reading
Activities	Experienced roleplayer, through several years of weekly Dungeons & Dragons sessions with friends

