

# Curriculum Vitae - Ramon Huiskamp



Currently residing in Los Cristianos, Tenerife

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Born third of April 1996 in Elst (Gld.), the Netherlands

I love creating experiences that surprise and excite people, allowing them to feel a sense of mastery or cleverness as they figure out a puzzle I created, get the hang of interesting mechanics, or find a sneaky little secret I placed.

Game design is my thing, but I'm also always eager to learn more about art and tech! Either to be a better team member, or to improve my designs.

## Studies

**NHTV Breda University:** International Game Architecture and Design, Bachelor of Science (2014 – 2018)

**Lorentz Lyceum Arnhem:** Bilingual VWO (2008 – 2014)

## Company roles

### NoBrakesGames

(level designer, 2020 – Now)

### Roofkat

(Owner, 2018 – Now)

### Sumo-Digital

(Remote level design contractor, 2018 – 2020)

(Level design intern, 2017 – 2018)

## Software knowledge

### Proficient

Unreal Engine (BP)

Microsoft Office

Paint tool SAI

Krita

### Good

Unity 3D (C#)

Maya 2015-2016

Photoshop

Puzzle script

## Projects

### Unannounced

(No Brakes Games, 2020)

### Sackboy: A big adventure

(Sumo-Digital, 2017 – 2020)

### WarpThrough

(Roofkat, 2018 – 2019)

### The Red Stare

(NHTV & Play:D, 2016 – 2017)

### Defend Your Friend, Project Plungers, Pair of Heroes, Project Hypercube

(NHTV projects between 2015 and 2017)

### Crashtastrophe, Project RIAS

(NHTV projects between 2014 and 2016)

## Design disciplines

### Proficient

Puzzle & level design

Prototyping

Concept design

System design

Gameplay design

Balancing

## Industry events

### Showcase events:

**Gamescom** 2017\*, 2018\*, 2019 (\*Attending only)

**Devcom** 2017, 2018, 2019 (Also volunteering)

**White Nights** 2017, 2020

**INDIGO** 2016, 2017

**Indievelopment** 2016

### Participating:

**Global Game Jam** 2015, 2016, 2017, 2019

**Sumo Riverside Jam** 2017

**Brains Eden** 2016

**Unreal's Epic Megajam** 2015

**Ludum Dare** 34, 36

## Awards / recognition

### WarpThrough:

2<sup>nd</sup> place Big Indie Pitch (2020)

Official selection DreamHack Winter (2019)

Official selection Gamescom Indie Village (2019)

### The Red Stare:

Dutch Game Awards: Best Student Game Design (2017)

Dutch Game Awards: Best Student Art Direction (2017)

### Defend Your Friend:

Indievelopment: Best game of show (2016)