

Curriculum Vitae - Ramon Huiskamp



Currently residing in Zaandam, the Netherlands

ramonhuiskamp@hotmail.com

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

Roofkat

(Owner, 2018 – Now)

Sumo-Digital

(Remote level design contractor, 2018 – 2020)

(Level design intern, 2017 – 2018)

Frenemies

(Partner, 2016 – 2020)

Ramn

(Owner, 2015 – 2017)

Software knowledge

Proficient

Unreal Engine (BP)

Microsoft Office

Paint tool SAI

Krita

Good

Unity 3D (C#)

Maya 2015-2016

Photoshop

Puzzle script

Awards / recognition

WarpThrough:

2nd 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)

Projects

WarpThrough

(Roofkat, 2018 – 2019)

Unannounced

(Sumo-Digital, 2017 – 2020)

The Red Stare

(NHTV & Play:D, 2016 – 2017)

Project Plungers

(NHTV & Ubisoft, 2016 – 2017)

Defend Your Friend

(NHTV & Frenemies, 2015 – 2017)

Pair of Heroes, Project Hypercube, Crashtastrophe, Project RIAS

(NHTV projects between 2014 and 2016)

Design disciplines

Proficient

Puzzle & level design

Prototyping

Concept design

System design

Good

Narrative design

Combat design

Industry events

Showcasing:

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

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