

# Curriculum Vitae - Ramon Huiskamp



Currently residing in Breda, the Netherlands

ramonhuiskamp@hotmail.com

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

My main goal is creating experiences that invoke creativity, exploration, and/or a sense of cooperation. I specialize in game design and level design, but have knowledge of multiple areas of game development: production, art and programming included.

## Studies

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

Lorentz Lyceum Arnhem:  
Bilingual VWO (2008 - 2014)

## Companies

Frenemies (Partner, 2016 - Now)

Ramn (Owner, 2015 - Now)

## Software knowledge

Proficient	Good
Unity 3D (C#)	Maya 2015-2016
Unreal Engine (BP)	Photoshop
Microsoft Word	
Microsoft PowerPoint	

## Awards/recognitions

### ***Defend Your Friend:***

Indievelopment: Best game of show 2016

NHTV: Best game design - Year 2 (both semesters)

### ***ParityHood:***

Brains Eden/Unity: nominated Unity award

### ***Asphyx:***

Samsung: nominated VR Jam prize

### ***Crashtastrophe:***

NHTV: Best game design, Best game - Gamelab 2

### ***Project RIAS:***

NHTV: Best game, Best art - Gamelab 1

## Projects

2015 - 2017

***Defend Your Friend*** (NHTV/Frenemies)

2016 - 2017

***Raving Rabbids VR*** (NHTV/Ubisoft)

2015 - 2016

***Pair of Heroes*** (NHTV/Ramn)

***Project Hypercube*** (NHTV)

2014 - 2015

***Crashtastrophe*** (NHTV)

***Project RIAS*** (NHTV)

## Design disciplines

Proficient	Good
Puzzle & level design	Narrative design
Concept design	Combat design
System design	
Tuning metrics	

## Industry events

White Nights Conference 2017 (Showcasing)

INDIGO 27<sup>th</sup> of September 2016 (Showcasing)

Indievelopment 23<sup>rd</sup> of May 2016 (Showcasing)

Firstlook 11<sup>th</sup> of October 2015 (Attending)

DGG networking lunches (Attending and Showcasing)

Brains Eden 2016 (participated)

Global Game Jam 2015, 2016 and 2017 (participated)

Unreal's Epic Megajam 2015 (participated)

Ludum Dare 34, 37 (participated)