

Personal Goal: To make beautiful, fun and immersive video game experiences.

Released Titles:	Star Wars Jedi: Survivor	(PS5, Xbox Series S/X, PC)	<i>Electronic Arts</i>
	Ori and the Will of the Wisps	(Xbox One & Series S/X, Switch, PC)	<i>Xbox Game Studios</i>
	Rayman Adventures	(iOS, Android)	<i>Ubisoft Entertainment</i>
	Rayman Fiesta Run	(iOS, Android)	<i>Ubisoft Entertainment</i>
	Rayman Legends	(PS3 & 4, XBOX360 & ONE, Wii U, PC)	<i>Ubisoft Entertainment</i>
	Rayman Jungle Run	(iOS, Android, Windows Phone)	<i>Ubisoft Entertainment</i>
	Rayman Origins	(PS3, XBOX360, Wii, PSVita, 3DS, PC)	<i>Ubisoft Entertainment</i>
	Fairytale Fights	(PS3, XBOX360)	<i>Playlogic Entertainment</i>

Publications: "Rational Design: The Core of Rayman Origins." Diss. 2012. *Gamasutra*. 27 Mar. 2012. Web. <http://www.gamasutra.com/view/feature/167214/rational_design_the_core_of_php>

Work Experience:

July 2021 - Present	Principal Game Designer - Star Wars Jedi: Survivor Respawn Entertainment
May 2016 - July 2021	Lead Designer - Ori and the Will of the Wisps / Unannounced ARPG Moon Studios GmbH
August 2013 - April 2016	Content Director / Lead Designer - Rayman Adventures Ubisoft Montpellier
October 2011 - August 2013	Game / Level Designer - Rayman Legends / Rayman Fiesta Run Ubisoft Montpellier
March 2011 - October 2011	Game / Level Design Intern - Rayman Origins / Rayman Jungle Run Ubisoft Montpellier
May 2009 - February 2011	Lead Editor and Journalist (English language) NiSuTe Europe - volunteer/ non-profit
June 2009 - September 2010	Junior 3D Artist - Fairytale Fights Playlogic Game Factory
December 2008 - June 2009	Junior Playtester - Fairytale Fights Playlogic Game Factory

Education:

September 2008 - July 2012	Bachelor of Engineering: International Game Architecture and Design NHTV University of Applied Sciences <i>Breda, Netherlands</i>
August 2006 - July 2008	International Baccalaureate (IB) diploma International School Maastricht <i>Maastricht, Netherlands</i>
February 2003 - July 2006	International General Certificate of Secondary Education (IGCSE) International School Maastricht <i>Maastricht, Netherlands</i>

Computer/IT: Very good understanding and handling experience of Unreal Engine 4 and Unity, and maintain a good grasp of: Microsoft Office, Adobe Photoshop CS, Autodesk 3D Studio Max, Autodesk Maya, UBIart Framework, UDK, zBrush, Mudbox, Perforce, Tortoise SVN, Mantis, Hansoft, JIRA and OnTime bugtracking software.

Languages:

English	-	Mother Tongue
French	-	Working proficiency
Spanish	-	Working proficiency
German	-	Fair
Dutch	-	Fair