

# About Stijn!

## The Curriculum Vitae of Stijn van Wakeren

### Profile

**Name** Stijn van Wakeren

**Birthday** 4th of May, 1997

**Nationality** Dutch

**Email** [stijn@stijnvanwakeren.com](mailto:stijn@stijnvanwakeren.com)

**Website** <http://stijnvanwakeren.com/>

### Skills

#### General

Stijn has the general skills that come with working in a professional environment, along with the skills required to run a small company.

Stijn also has a lot of experience with interdisciplinary collaboration, as well as many management skills.

*Fun fact: Stijn has managed many creative projects including medium-sized indie games and animated shorts.*

Beyond that, Stijn also has experience teaching others and giving lectures.

#### Game Specific

- **Production and Direction** ★
- **Game & Level Design**
- **Narrative Design** ★
- **UX & UI Design**
- **Prototyping**
- **Graphic Design**

#### Development

- **Programming**

C#, C++, JavaScript, Python

- **Unity** ★

Deep knowledge of the engine and its many pitfalls.

*Fun fact: Here Comes Niko! was developed in Unity.*

#### Audio

- **Music Composition & Production** ★

- **Sound Design & Implementation**

#### Languages

- **English** Fluent

- **Dutch** Fluent

- **German** Beginner

- **Mandarin Chinese** Actively Studying

- **Japanese** Actively Studying



## Education

### • Music Theory and Performance

- Course concerning music theory and piano performance.

### • University of the Arts Utrecht ★

- Bachelor of Science, Creative Media & Game Technologies
- Majored in Game Design
- Graduated with Honors

### • Internship at Luqo

At Luqo Stijn developed a handful of multiplayer educational games.

## Experience

### • Music and Sound Freelance Work ★

Worked on more than a dozen, being in charge of most to all audio.

Games include: Webbed, GLITCHED, Heartbound, The Adventure of Nayu, Underhero

*Fun fact: Stijn scored multiple 100+ track soundtracks. Stijn's music is often sighted as a defining feature of these games.*

### • Here Comes Niko! ★

Director, Game Designer,  
Writer, Lead Developer,  
Sound Engineer & Music

Composer *Released PC and Nintendo Switch*

*Fun fact: Here Comes Niko! was nominated alongside Horizon Forbidden West for multiple awards at the Dutch Game Awards. Including Best Sound and Best Art.*

## References

### Game Design & Production

**Jonas Kaerlev**

Gears for Breakfast

jonas@gearsforbreakfast.com

### Development

**Ricky van den Waardenburg**

uCrowds BV

rickyvdw@live.nl

### Sound & Music

**Jason Thor Hall**

Pirate Software

jasonthorhall@gmail.com

## Personal note

*Stijn is a very hard worker because they truly love what they do. They pride themselves in finding creative solutions to solve Quality vs Cost problems. However, most importantly, they value the people around them over the work they put out*

