

Stijn van Wakeren

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Skills

Design

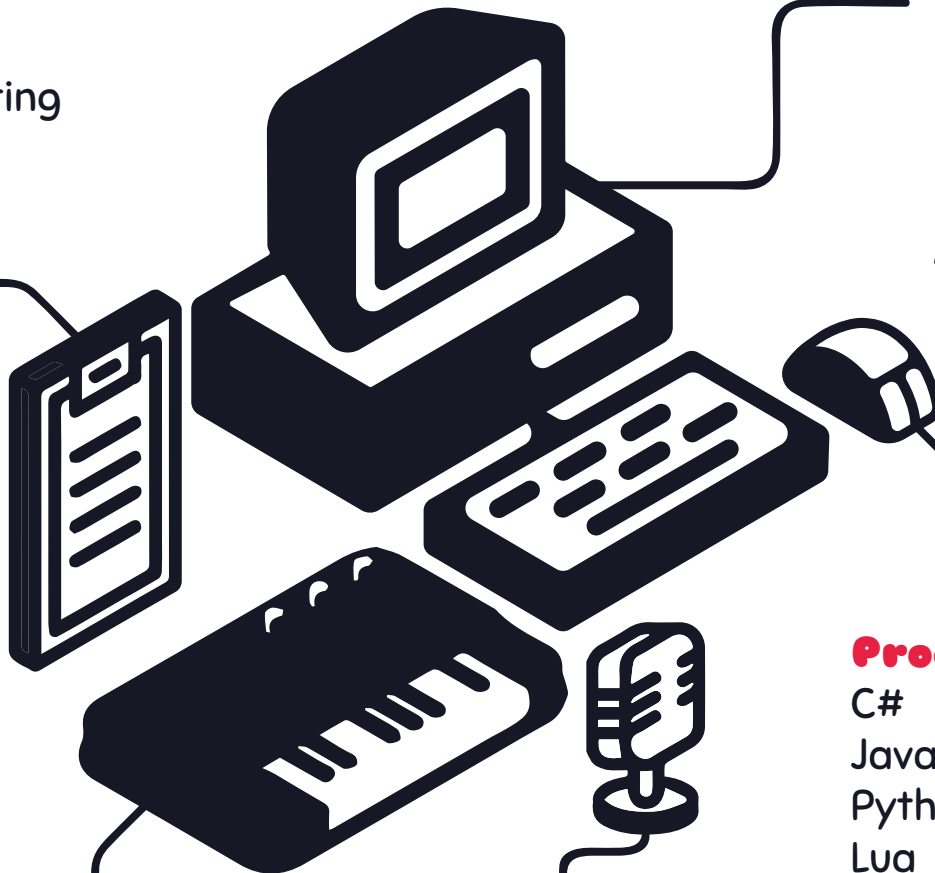
Game Design
Level Design
UX Design
UI Design
Prototyping
Usability Testing

Software

Game Maker
Unity
Maya

Fruity Loops
Famitracker

Photoshop
After Effects
Illustrator



Programming

C#
JavaScript
Python
Lua
GML

Music

Music Design
Sound Design
Composition
Arranging
Production
Mixing

Language

English
Dutch

Beginner level
Mandarin
German

Experience

Education

University of the Arts Utrecht:
Game design
2016 – in progress

6 years of piano lessons
at Ons Genoegen Rhenen, 2008 – 2014

Higher General Secondary Education
2010 – 2016

Game Design & Development

Our World Lingers Scarcely
made solo in Game Maker

Alone, Let's Kyoto
both made in a team with Unity

Escape the Coffin
escape room build with a team

Secret Stones
competitive ARG ran with a team

Audio & Music

Heartbound, Under Hero,
Halcyon Plume, Wonder Wickets

Super Sword Blade,
Two Squares Make a Rainbow

Petals, by Andie Gallo & Krale Zero

Awards

Creative Game Challenge
2013, Best Game Design

Kunstbende Utrecht
3rd Place at the Expo

Creative Game Challenge
2014, Best Game Design

I have build **Action Platformer** games as side projects, worked on **applied games** in teams, build an **escape room** with a team, and ran a **competitive ARG**.

I have worked as the lead game designer and lead developer on various projects. I have also made physical prototypes using **Arduino**.

I have worked on many **games** as the lead sound and music designer, released **stand alone albums**, and worked on **short films**.

I've gained extensive experience producing music and sound. I also have a large collection of software ranging from orchestral samples to synthesizer which I can work with exelently