



Stijn van Wakeren

stijnvanwakeren.com
stijn@stijnvanwakeren.com

Skills

Design

Game Design
Level Design
UX Design
UI Design
Prototyping
Usability Testing

Software

Game Maker
Unity
Maya

Fruity Loops
FMOD

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

International Applied Gamejam
2017, Best Prize in Collaboration

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