



MAARTEN KRAMER

GAME DESIGNER

I am a flexible and analytical game designer, who sees the importance of the minor details and always considers the importance of each choice made during development. Amicable and social, I like to bring out the best in others, so they in turn do the same to me.



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Gelebrem 39, Rotterdam



[Portfolio](#)

SKILLS

- Unity Development
- Mechanics Design
- Iterative Design
- Balancing
- Narrative/Worldbuilding
- Project Leadership
- Image & Video Editing
- Web Development

EDUCATION

HKU GAMES

Game Developer (2023 - Present)

GRAFISCH LYCEUM ROTTERDAM

Software Developer (2020 - 2023)

TOOROP MAVO

VMBO-TL (2018- 2019)

WORK EXPERIENCE

ERECODE

Web Developer (Internship)

2022 - 2023

- Implemented in-depth responsiveness for multiple customers' websites.
- Added WordPress functionality, allowing customers to dynamically edit their website's content.
- Helped maintain and support existing customers' websites.

LANGUAGES

- C#
- HTML
- CSS
- JS
- PHP

SOFTWARE

- Visual Studio
- Visual Studio Code
- Unity
- FMOD
- Google Workspace
- Audacity
- Blender
- GIMP
- Canva
- draw.io

SPOKEN LANGUAGES

- Dutch (Mother tongue)
- English (Fluent)