NICK VAN GERWEN

Game Developer

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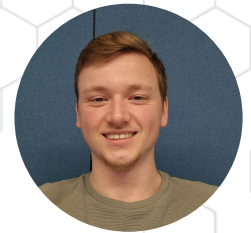@ Nick.gerwen123@gmail.com
📍 Helmond, Netherlands

SUMMARY

As a student of Fontys University of Applied Sciences enrolled in Game Design & Technology I am eager to apply my knowledge and skills in a professional role. I have a passion for creating experiences for people to enjoy.

EDUCATION

HBO-ICT Game Design & Technology

Fontys University of Applied Sciences

📅 2018 - Present

EXPERIENCE

Game Design Intern

Lectorate IxD

📅 2022   📍 Eindhoven

Research Driven Game Development

- Concepting and development of a virtual reality escape room.
- Formulated game design documents to guide the development proces.
- Created game systems to suit the underlying research.
- Conducted iterative playtesting to evaluate game mechanics and gain insight into potential improvements.
- Conducted research into the possibilities of eye-tracking in virtual reality.

Student Group Projects

Fontys ICT

As a student I participated to many group projects, being a fundamental part in all stages of game development.

- Contributed ideas to brainstorming sessions.
- Documented the design process thoroughly in portfolios.
- Designed levels, worlds, gameplay mechanics.
- Contributed to visual and auditory design.
- Iterated on mechanics based on playtesting.
- Programmed intricate game systems like fluid movement, engaging scoring and exhilarating combat.

GAME DEVELOPMENT EXPERIENCE

Game Technology

C#   Unity   Blender   Git

Virtual Reality   Eye-Tracking

Android

Game Design

Gameplay   Game Systems   Sound

Visual   Level   Puzzle

Serious Games

LANGUAGES

Dutch
Native
●●●●●

English
Proficient
●●●●○

Spanish
Intermediate
●●○○○

ACHIEVEMENTS

📁 **Gaining practical experience**

Obtained practical experience through internships and group projects, developing my skills in game design and teamwork.

⚙️ **Participating in game jams**

Through participation in game jams I've experienced every stage of game development many times.