



CV 2018

Mischa van der Goes
Multimedia Designer

WHAT I DO

Branding and identity
Design for print and packaging
Web and App design
Develop games

PERSONAL

24 years old
Dutch
Born in Utrecht
Nationality: Dutch

EDUCATION

Bachelor in Communication, Multimedia & Design

Avans Hogeschool in 's-Hertogenbosch
2014-2018

International High School Diploma

American School of Yaoundé
graduated 2012

CONTACT

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MISCHADESIGN.COM



WHO AM I?

My current interests lie in user experience and design strategy. This means creating innovative solutions for brands and people: I believe in deeply understanding the client foundation and aspirations in order to create meaningful results with a lasting impact. Over the past decade my projects have been incorporated by a range of businesses in various countries. I love working in diverse teams and consider myself a jack of many trades. I am passionate about web and interactive applications and enjoy creating prototypes to quickly test out ideas.

TOOLS

ADOBE

Photoshop
Illustrator
Indesign
After Effects
Premiere (Basics)

OTHER TOOLS

Sketch (Basics)
InvisionApp (Basics)
MarvelApp
Origami Studio (Basics)
Github
SourceTree
Trello

PROGRAMMING

Front end development: HTML/CSS, JS (Basics)
GML for games using GMS (Intermediate)



EXPERIENCE

2018

Social Bootcamp | Branding and Website

June - August 2018

Creating a brand from the ground up, including logo and visual presentation

TravPro Mobile | UX / UI Design Internship

February - June 2018

Reinventing a sales platform and improving the user experience while quickening production process for developers

Wallpimper | Scouting and Connecting businesses

September 2017- January 2018

Connecting a dutch wall print company with popular Thai artists to help expand their business and product line.

HvA promotional banners | Graphic Design

February 2018

Designing promotional banners for a course at the HvA

2017

Garden Cottage | Business Cards

November 2017

Creating business cards according to client wishes

Design Internship at Mattmo | Packaging & Branding

2016-2017 (6 months)

Packaging design, concepting for a spatial exposition, designing websites, magazines, business cards, flyers, newspaper and more.

2016

Triple C | Branding and Identity

August 2016

Creating a corporate brand including logos and business cards

Coded Universe | 2D Game animations and artwork

2016

Animating premade artwork using Spine

Earth Overclocked (Game) | Pixel artist, UI designer, graphic designer

2015

Made a PC game with a small team and published it on Steam

2015 and EARLIER

Wim Hof: The Iceman (Presentation) Filming & editing

2015

Filmed a presentation by Wim Hof at Avans Hogeschool

Accessible Energy | Branding and Identity

2015 and earlier

Designed Business cards and a logo

Poppodium De Meester | Graphic Design

2012-2013

Worked as a part time graphic designer for posters and flyers

SOFT SKILLS

Iterates ideas quickly Honest and communicative

Dissects problems from different perspectives and advances solutions

Adaptable to new situations

Fast learner

Loves working both in a team or independently

Works well under stress

LANGUAGES

English (fluent)

Dutch (fluent)

French (basic)

HOBBIES

Watching movies and shows

Making games

Reading for self improvement

(ex: The 33 strategies of War by Robert Greene)