

Curriculum Vitae - Ramon Huiskamp



Currently residing in Breda, the Netherlands

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Born third of April 1996 in Elst (Gld.), the Netherlands

My main goal is creating experiences that invoke creativity, exploration, and/or a sense of cooperation. I specialize in game design and level design, but have knowledge of multiple areas of game development: production, art and programming included.

I also really like placing secrets.

Studies

NHTV Breda: International Game Architecture and Design, Bachelor of Science (2014 - 2018)

Lorentz Lyceum Arnhem:
Bilingual VWO (2008 - 2014)

Companies

Frenemies (Partner, 2016 - Now)

Ramn (Owner, 2015 - Now)

Software knowledge

Proficient	Good
Unity 3D (C#)	Maya 2015-2016
Unreal Engine (BP)	Photoshop
Microsoft Word	
Microsoft PowerPoint	

Awards/recognitions

Defend Your Friend:

Indievelopment: Best game of show 2016

NHTV: Best game design - Year 2 (both semesters)

ParityHood:

Brains Eden/Unity: nominated Unity award

Asphyx:

Samsung: nominated VR Jam prize

Crashtastrophe:

NHTV: Best game design, Best game - Gamelab 2

Project RIAS:

NHTV: Best game, Best art - Gamelab 1

Projects

2015 - Now

Defend Your Friend (NHTV/Frenemies)

2016 - 2017

NDA VR project (NHTV/Ubisoft)

2015 - 2016

Pair of Heroes (NHTV/Ramn)

Project Hypercube (NHTV)

2014 - 2015

Crashtastrophe (NHTV)

Project RIAS (NHTV)

Design disciplines

Proficient	Good
Puzzle & level design	Narrative design
Concept design	Combat design
System design	
Tuning metrics	

Industry events

White Nights Conference 2017 (Showcasing)

INDIGO 27th of September 2016 (Showcasing)

Indievelopment 23rd of May 2016 (Showcasing)

Firstlook 11th of October 2015 (Attending)

DGG networking lunches (Attending and Showcasing)

Brains Eden 2016 (participated)

Global Game Jam 2015, 2016 and 2017 (participated)

Unreal's Epic Megajam 2015 (participated)

Ludum Dare 34, 37 (participated)