

Curriculum Vitae - Ramon Huiskamp



Currently residing in Zaandam, the Netherlands

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

I love creating experiences that surprise and excite people, allowing them to feel a sense of mastery or cleverness as they figure out a puzzle I created, get the hang of interesting mechanics, or find a sneaky little secret I placed.

Game design is my thing, yet I'm always eager to learn more about art and tech! Either to be a better team member, or to improve my designs.

Studies

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

Lorentz Lyceum Arnhem: Bilingual VWO (2008 – 2014)

Company roles

Roofkat

(Owner, 2018 – Now)

NoBrakesGames

(Level designer, 2020 – 2021)

Sumo-Digital

(Remote level design contractor, 2018 – 2020)

(Level design intern, 2017 – 2018)

Software knowledge

Proficient

Unity 3D (C#)

Unreal Engine 4 (BP)

Microsoft Office

Krita

Good

Photoshop

Maya 2015-2016

Puzzle script

Awards / recognition

Sackboy: A Big Adventure BAFTA:

Best British Game (2021)

BAFTA: Best Family Game (2021)

WarpThrough:

2nd place Big Indie Pitch (2020)

Official selection DreamHack Winter (2019)

Official selection Gamescom Indie Village (2019)

The Red Stare:

Dutch Game Awards: Best Student Game Design (2017)

Dutch Game Awards: Best Student Art Direction (2017)

Defend Your Friend:

Indievelopment: Best game of show (2016)

Projects

Escaping Atlantis

(Roofkat, 2020 – now)

Human Fall Flat 2

(No Brakes Games, 2020 – 2021)

Sackboy: A Big Adventure

(Sumo-Digital, 2017 – 2020)

WarpThrough

(Roofkat, 2018 – 2019)

The Red Stare

(NHTV & Play:D, 2016 – 2017)

Design disciplines

Puzzle & level design

Prototyping

Concept design

System design

Gameplay design

Balancing

Mentoring work

Gamedev Camp (design mentor):

Season 4 (Q2 2024), Season 3 (Q4 2023)

Public speaking:

Dutch Game Day 2023

- Using tiny tools to implement characters in minutes

GDC 2022

- Making It Happen: How to Launch a Games Career

- Designing Bosses for Sackboy: A Big Adventure

GDC 2021

- The Impossible Quest: Getting a Job in Games

Devcom 2021

- Making a Mamapede, Boss design on Sackboy: A Big Adventure

BUAS 2021

- Motifing: Gameplay Focused Level Design

Bayreuth Universität 2021

- Level Motifs: Gameplay Focused Design