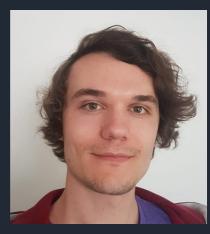# Curriculum Vitae – Ramon Huiskamp

Currently residing in Zaandijk, the Netherlands
ramonhuiskamp@hotmail.com
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 an interesting mechanic, or find a sneaky little secret I placed.

Game design is my thing, but 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	Good
Unreal Engine (BP)	Maya
Unity 3D (C#)	Krita
Microsoft office	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

Unannounced
(Roofkat, 2021 - current)
Unannounced
(NoBrakesGames, 2020 - 2021)
Sackboy: A big adventure
(Sumo-Digital, 2017 – 2020)
WarpThrough
(Roofkat, 2018 – 2019)
The Red Stare
(NHTV & Play:D, 2016 – 2017)
Defend Your Friend, Project Plungers, Pair of Heroes, and others
(NHTV projects between 2014 and 2017)

Design disciplines

Proficient	
Puzzle & level design	System design
Prototyping	Gameplay design
Concept design	Balancing

Public speaking:

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