

Curriculum Vitae - Joeri van Ees

Personalia

Name: Joeri Nicolaas van Ees
Profession: Gamedesign & Quality Assurance
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Date of birth: 24.10.1987
Birthplace: The Hague
Nationality: Dutch
Telephone: +31 (0)6 17320811

Work Experience:

21 Aug 2015	-	31 December 2015	Paladin Studios – Junior Game Tester
02 Jan	-	30 June 2013	Vanguard Games – Game QA
23 July	-	31 December 2012	Vanguard Games – Intern QA Engine Tech
January	-	September 2007	Kin Nederland (jewelry) – Distributor
November	-	December 2006	Intertoys – Distributor
October 2006			Bijenkorf – Warehouse employee

Experience:

Project lead & Gamedesigner during variety of student projects and Game Jams. I determined the projects structure, managed communications within the team and when applicable with external clients over seas. Wherever useful we applied scrum and agile methods during development.

Engine QA at Vanguard Games during which I maintained the bug database for the company's internal toolset, tested builds before they went to the production branch, explored the option of using AutoIT and Ranorex Studio to automate parts of the testing routines and assisted with level design. A full [report](#) can be found on my portfolio www.joerivanees.com.

Junior game tester at Paladin Studios, where I reported bugs in Trello and Jira for the recently released Rob & Roll, Momonga Pinball Adventures and Valedo among others.

Worked on several game projects in group collaborations during free time.

One of the main initiators of www.smasheurope.com, a portal into a competitive gaming community. I write for the site, maintain our social media accounts and act as a producer for the overall initiative, which involves the most important community leaders from various European countries.

Education:

2008 - 2013 <i>Bachelor of Arts</i>	Utrecht School of the Arts – Art Media & Technology: Game Design and Development
2007 - 2008	NHTV University of Applied sciences: International Game Architecture and Design
2005 - 2006	Grafisch Lyceum Rotterdam Multimedia education
2000 - 2005	Johan de Witt Grafisch en Creatief Havo Cultuur & Maatschappij

Skills:

General skills:

Game/Level Design
Basic Programming
Fluent in English and Dutch writing and speaking
Agile / Scrum
Concept Design
Construct Mind maps
Create flowcharts
Lead Projects (student projects)
(Paper) Prototyping
Game Testing
Bug Reporting

Software/toolsets:

Microsoft Office
Adobe Photoshop
Autodesk Maya
Unity 3d (Game Engine)
Microsoft XNA (Game Engine)
Adobe Flash AS2
Ranorex Studio
Mantis database
Jira
Trello

Programming:

Basic knowledge of HTML, CSS, ActionScript 2.0, C# (used primarily for constructing prototypes in Unity3D, a game engine).

Awards:

Dutch Edition Global Game Jam 2009
Shared 1^o place as member of Garbage Game development with Cardboard Carnival
(*A Game Jam is an event in which you create games within a limited time span, usually 48 hours*)

Activities

I've attended a variety of game industry related events like Game in the City, Control Gamelab, Control Conference, Festival of Games, Games for Health Europe, PlayDevClub etc. I've participated in several Game Jams, the most prominent one being the Global Game Jam during which teams in countries all over the world create a game within 48 hours inspired by a central theme.

Character & interests:

Character traits: analytical, precise, resourceful and dedicated.

Interests: game development (digital and analog), competitive gaming, drawing and photography.