


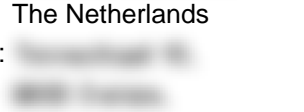
# CURRICULUM VITAE OF JENS WOUTERS

## CAREER OBJECTIVE

To combine my design, technical and graphic knowledge to create the next generation of games as one of the Game Designers within a game studio.

## CONTACT INFORMATION

Current address :   
The Netherlands

Permanent address :   
Belgium

Cell phone : NL +31 6 57 626 989  
BE +32 479 24 34 15

Skype : [jens.wouters](http://jens.wouters)

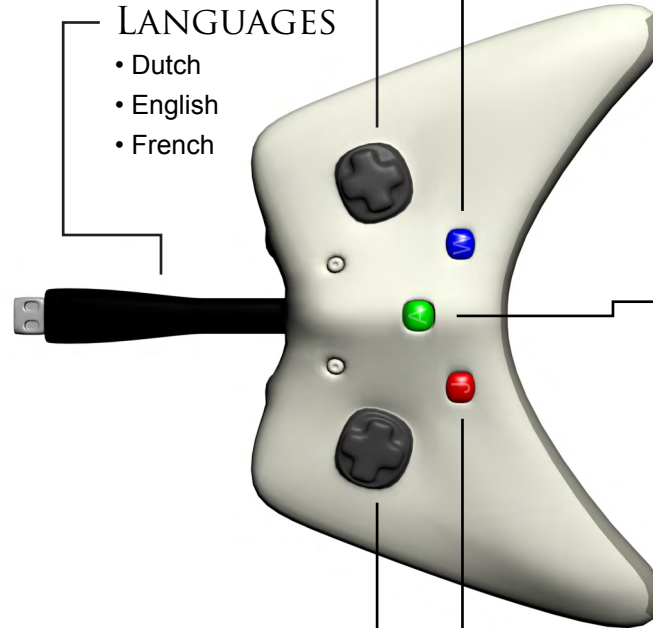
E-mail : [jensaliasvega@hotmail.com](mailto:jensaliasvega@hotmail.com)

Portfolio : <http://www2.hku.nl/~jens>

Nationality : Belgian

## LANGUAGES

- Dutch
- English
- French



## CAREER-RELATED EXPERIENCE

**Intern** | April 24<sup>th</sup>, 2008 – June 16<sup>th</sup>, 2008  
Transposia, Ghent, East Flanders, Belgium

- Localization of international games for the Dutch and Belgian market
- Quality Assurance, programming, audio editing (audio editing for Viva Piñata : Trouble in Paradise)

**Intern** | February 21<sup>st</sup>, 2011 – June 30<sup>th</sup>, 2011  
Complex Games Inc., Winnipeg, Manitoba, Canada

- Game design, prototype building, programming, level design
- Mainly worked on Emüd

**Game Artist (summer job)** | July 4<sup>th</sup>, 2011 – August 3<sup>rd</sup>, 2011  
Gatchal Games, Ghent, East Flanders, Belgium

- Making art assets for social games

## EDUCATION

2008 – 2012 expected  
**Bachelor of Art and Technology : Game Design and Development**  
Utrecht School of the Arts, Hilversum, North Holland, The Netherlands

- Obtained propedeuse

2005 – 2008  
**Bachelor of Graphic and Digital Media : Multimedia production**  
University College Arteveldehogeschool, Ghent, East Flanders, Belgium

- Thesis : XNA - Is XNA suitable for serious games ? [Dutch]
- Graduated cum laude

## ACTIVITIES AND INTERESTS

- Avid gamer (making games has reduced gaming time severely though)
- Improving drawing skills at my own pace
- Creating multimedia for myself, family and friends

## SKILLS

### Communication Skills

- Helped students understand technical subject matter as a Teaching Assistant
- Informed people about the game design education by helping on school events

### Key skills

- Out-of-the box thinking
- Perfectionist
- Critical
- Realistic
- Flexible

### Programs and programming knowledge

- Adobe : Acrobat - Audition - Director - Dreamweaver - Flash - Illustrator - InDesign - Photoshop - Premiere Pro
- Microsoft : Access - Excel - PowerPoint - Word - Visual Studio - XNA
- 3D : Lightwave 3D - Maya

- Web : (X)HTML - CSS - XML - ASP - PHP
- Programming languages : C# - ActionScript - Lingo - JavaScript
- Other : Unity - Game Maker - Experience with Macintosh