



EDUCATION

ENTERTAINMENT TECHNOLOGY CENTER, CARNEGIE MELLON UNIVERSITY, Pittsburgh PA, United States 08/2011 – Present
Master of Entertainment Technology, expected degree date May 2013

INDUSTRIAL DESIGN, UNIVERSITY OF TECHNOLOGY EINDHOVEN, Eindhoven, The Netherlands 2007 - 2011
Bachelor of Science, specialized in designing interactive products & systems

SKILLS

- Sketching/Drawing
- Texturing
- 2D Animation
- Microsoft Office
- Illustrator
- Photoshop
- InDesign
- Flash
- Dreamweaver
- Premiere
- Rhinoceros
- HTML
- CSS
- Joomla
- Flash ActionScript
- Processing (Java)
- Arduino
- Phidgets
- Unity3D

Fluent in Dutch, English and Cantonese
Basic knowledge of German and Japanese

WORK EXPERIENCE

HUMAN INTERFACE TECHNOLOGY LABORATORY (HIT LAB), CHRISTCHURCH, NEW ZEALAND 03/2011 - 07/2011
Intern Graphic/Web Design & Flash Developer

- Supported Immersive Learning Software Development in Flash AWAY3D
- Constructed a new Website for the HIT Lab using Joomla! www.hitlabnz.org
- Designed promotional videos for several projects

ATR-PROMOTIONS MUSEUM MEDIA DIVISION, KYOTO, JAPAN 09/2009 - 04/2010
Intern Interface & Interaction Designer

- Responsible for developing the entire client side of an Interactive Guide System for theme park TOEI Eigamura on the Nintendo DS
- Designed mini-games, visual content and animations for the interactive guide game “7 Bad Guys”
- Tested and evaluated the possibilities and limitations of the web service Nintendo Zone

RELATED EXPERIENCE

BUILDING VIRTUAL WORLDS, ENTERTAINMENT TECHNOLOGY CENTER, CARNEGIE MELLON UNIVERSITY 08/2011 - 12/2011
Producer, Designer & 2D/Texture Artist

- Produced virtual worlds using interactive technologies
- Responsible for 2D art & animation for storytelling & textures for 3D models
- Worked as a game designer & director

INDIVIDUAL & TEAM PROJECTS IN INTERACTIVE & INTELLIGENT PRODUCT DESIGN 2007 - 2011
All-around Designer & Director

- Directed several projects as team leader and spokesman
- Responsible for conceptual product development by prototyping and user testing
- Worked as a 2D, 3D, interaction, electronics and software designer

INTERESTS

Design, Technology, Human Computer Interaction, Prototyping, Martial Arts, Travelling, Food, Video Games, Competitive Gaming