

Jeroen Koevoets

Contact:

jeroenosh@gmail.com | +31 6 11152591

Address:

Rembrandtstraat 14, Bergen Op Zoom, Netherlands

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Portfolio

<http://www.jeroenkoevoets.com/>

PROJECTS

- Starfighter Inc (working title) – (2018) – PC (**CURRENT**)
Role: Game Designer
Multiplayer space combat
Project I worked on as part of my internship at Impeller Studios, after my internship ended I stayed on the project as a (junior) designer.
 - Pet Lab – (2017) GearVR & Oculus GO
Role: Game Designer
VR simulator/puzzle game
Project I worked on as part of my internship at Force Field VR
 - The Watcher – (2016) PC
Role: Blueprint Prototyping
Player Interactive Narrative Experience
 - Project Amelio - (2016) PC (AR Room)
Role(s): Puzzle/Level & UI Design
Client project for the University of Tilburg (TIAS Business school) in a simulated industry work environment.
 - Game Jam Simulator 2016 - (2015) PC
Role(s): implementing art assets, implementing in-game tasks, implementing the stats, and balancing the characters. I also worked on the general design, task design, level design, and Quality Assurance
 - Monskey Hop – (2014) Mobile & PC
Role(s): general designer, level designer, and worked on art implementation.
Client project for the Monskey brand in a simulated industry work environment.
 - Divine Guidance – (2014) PC
Role(s): General design, QA, and I created some small prop models.
 - Wrap ‘n Roll – (2013) Android & PC
Role: Lead designer
- Game Jams:**
- Homebound – (2015 Global Game Jam) PC
Role(s): designer and artist.
 - RGB: Reptillian Glare Bender – (2014 Global Game Jam) PC & Android
Role(s): mechanic design and level design.

The project won the 3rd place award in the category “best game” at the Amsterdam Game Jam site.

Mocap Projects:

- The Red Stare (2017) – PC (VR)
Role: Mocap Supervision
- The Dancer Awakens (2017) – HoloLens cinematic
Role: Mocap Supervision
- Einar (2016-2017) - PC
Role: Mocap Supervision
- Blank Slate (2016) – PC
Role: Mocap operator & Supervision
- Cin&Game (2016) – Cinematic
Role: Mocap Supervision

KEY SKILLS

Technical Skills

- Blueprinting (Unreal 4)
- Concepting
 - Paper prototyping
- Gameplay design
- Level design
- Menu Design
- Motion Capture:
 - Hardware operation
 - Facial tracking (Faceware Analyzer)
 - MVN Studio (body capture)
- Quality Assurance

Personal Skills

- Particular resistance to doing repetitive work

Languages

- Native Dutch speaker
- Professional level English
- Conversation level German

EMPLOYMENT

Game Designer (junior) - Impeller Studios

<https://impellerstudios.com/>

July 2018 – Current

Game Designer (intern) - Impeller Studios

<https://impellerstudios.com/>

March 2018 – July 2018

Game Designer (intern) - Forcefield VR

<https://forcefieldvr.com/>

Amsterdam

July 2017 – December 2017

Game design intern working on internal project(s) at Forcefield VR.

PART TIME JOBS

Kitchen aid & Dishwashing

Stadscafé de Teerkamer

<http://www.teerkamer.nl/>

Bergen op Zoom

November 2014 – November 2017

Cashier

Dirk van den Broek

<https://www.dirk.nl/>

Bergen op Zoom

October 2011 – October 2014

I have been working an average 10 hours per week next to my studies at the NHTV.

EDUCATION

- NHTV Breda University of Applied Sciences, Breda Netherlands – International Game Architecture and Design (Bachelor of science).

Graduated July 2018.

PERSONAL INTERESTS

Besides working on games I like playing games with personal favorites being: Alan Wake, Dead Rising, Fire Emblem, The Legend of Zelda, Overwatch, Portal, Resident Evil, Street Fighter, Super Smash Bros., Tomb Raider, Valkyria Chronicles.

I also like watching movies, and I enjoy going horseback riding weekly.

REFERENCES

Available on request