



ABOUT ME

I'm a 32 year old Designer and web developer based in the Netherlands, with over 10 years of experience. I've had the tremendous privilege to work with amazing companies all over the world. I'm a firm believer that a jack of all trades is better than a master of none, so I try to learn something new each project or task. I love to create things, both in design as well as with code.

GRAPHIC TOOLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Adobe After Effects
- Adobe Lightroom
- Sketch
- KeyShot
- Invision
- Krita/Sketchable
- Zbrush

CODING TOOLS AND LANGUAGES

- HTML(S)/JADE/JXS
- (S)CSS/SASS/LESS/PostCSS
- ES5/ES6/Coffeescript/NodeJS
- AngularJS
- GIT/SVN/Perforce
- React
- ThreeJS
- Webpack
- Magento e-commerce
- Grunt/Gulp/Docker/Haibu/Yarn

NOTABLE WORK EXPERIENCE

- July 2014 - Present
Epic Games
Visual Designer & Developer/UI/UX/ 2D Assets
- Oktober 2016 - Oktober 2017
Epic Games Europe
Lead Publishing Designer
- March 2012 - February 2015
ISAAC
Front-end developer
- June 2010 - March 2012
BidYes
Art Director
- May 2009 - May 2010
Schroer Smart Web Solutions
Junior Web Designer & Developer

NOTABLE FREELANCE EXPERIENCE

- July 2014 - present
Epic Games
Visual designer / Developer
- May 2015
Lloyds Bank
Web Designer
- April 2012
Amazon
Web Designer
- May 2011
Hitgrab
Concept artist
- 2009 - 2012
EOS Magazine
Illustrator

NOTABLE TOOLS AND DISCIPLINES

Webtools	Principles	Tools	Open Source
Jira Confluence BitBucket Trello Desk Basecamp	Agile Scrum	Nikon/Canon SLR's Wacom tablets Sculpy LEAP Motion Unreal Engine 4 Quixel Suite Marmoset Tolbag	MediacenterJS Knockout Generic Forms BlocksJS Various React projects Github CMS

NOTABLE EDUCATION / CERTIFICATES

- May 2013
Certificate
Magento Front-end Developer
- January 2013
Certificate
ISAAC Front-end Developer
- September 2006 - Juli 2009
Education
Bachelor Interactive Media Design

LANGUAGES



HOBBIES

Videogames	Traveling	Music/Movies	Sculpting/Drawing	Reading

SOME OF THE PROPERTIES AND COMPANIES I'VE HAD THE PLEASURE TO WORK WITH

