



Full name	<b>Nikki Bastin Kuppens</b>	Phone	Available upon request
Date of Birth	<b>December 18, 1984</b>	E-mail	<a href="mailto:nikki@patt3rson.nl">nikki@patt3rson.nl</a>
Nationality	<b>Dutch</b>	Portfolio	<a href="http://www.patt3rson.nl">www.patt3rson.nl</a>
Location	<b>Malmö, Sweden</b>	LinkedIn	<a href="http://www.linkedin.com/in/nikkikuppens">www.linkedin.com/in/nikkikuppens</a>

## PROFESSIONAL EXPERIENCE

Click company names *marked in green* to view their website

June 2014 > Current	<b>Senior Game Designer (April 2016) Game Designer</b>	<a href="#">Ubisoft Massive</a>
November 2006 > Current	<b>Press Manager, Web Developer, Owner</b>	<a href="http://gamesindustrie.nl">gamesindustrie.nl</a>
September 2007 > May 2014	<b>Senior Game Designer (August 2011) Game Designer (September 2008) Assistant Producer</b>	<a href="#">W!Games</a> > <a href="#">Vanguard Games</a>
July 2004 > December 2008	<b>Web Developer, Owner</b>	<a href="#">BLUE8 &gt; 18"</a>
February 2004 > August 2008	<b>Freelance Game Journalist</b>	<a href="#">Official PlayStation Magazine</a>
July 2007 > August 2007	<b>Game Designer, Database Programmer</b>	<a href="#">Soepel</a>
September 2006 > January 2007	<b>Intern Game Designer</b>	<a href="#">Soepel</a>
February 2000 > April 2006	<b>Editor in Chief, Web Developer, Owner</b>	<a href="#">PlayStation Clan</a> > <a href="#">GameChoice</a>
July 2004 > August 2004	<b>HTML/CSS Developer</b>	<a href="#">MusicMinutes</a>

## PUBLISHED TITLES

Click images to view project details and responsibilities on my portfolio website

March 2016 <a href="#">Ubisoft Massive</a>	<b>Tom Clancy's The Division</b> 	May 2011 <a href="#">Vanguard Games</a>	<b>Gatling Gears</b> 
April 2015 <a href="#">Vanguard Games</a>	<b>Halo: Spartan Strike</b> 	February 2010 <a href="#">W!Games</a>	<b>Greed Corp</b> 
July 2013 > April 2015 <a href="#">Vanguard Games</a>	<b>Halo: Spartan Assault</b> 	November 2006 <a href="#">Soepel</a>	<b>Crusade in Jeans</b> 



## EDUCATION

Click school names *marked in green* to view their website

2004 > 2008	<b>Game Design &amp; Development (Master of Arts)</b>	<i>Utrecht School of the Arts (HKU)</i>
2002 > 2003	<b>Multimedia Engineer (Certificate)</b>	<i>College of Multimedia</i>
1998 > 2002	<b>VWO/Atheneum - Economics &amp; Society (Diploma)</b>	<i>Het Baken Park Lyceum</i>

## REFERENCES

Vanguard Games	<b>Kent Kuné (Senior Game Designer)</b>	<i><a href="mailto:kent@kentyman.net">kent@kentyman.net</a></i> <i>(Phone number available upon request)</i>
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## SKILLS

- Well-developed design skills and intuition
- Outstanding analytical ability
- Strong theoretical and practical game design background
- Creating coherent systems and minute to minute gameplay
- Very hands-on, with scripting and content implementation
- Always thinking of the product as a whole and its users
- Excellent communication and documentation skills
- Great team player, good understanding of other disciplines
- Extensive knowledge of the games industry and its products
- Extremely versatile and a quick learner

Platforms	<b>Xbox One, Xbox 360, PlayStation 4, PlayStation 3, PC, mobile/tablet</b>
Scripting	<b>HTML, CSS, PHP, MySQL, JavaScript, ActionScript</b>
Software	<b>Microsoft Office, Adobe Photoshop, Adobe Flash, Perforce, Autodesk 3D Studio Max, Snowdrop (Ubisoft in-house engine/tools), Blueprint (Vanguard Games in-house engine/tools)</b>
Languages	<b>Dutch, English</b>

## NOTEWORTHY

- Author of a large number of game related articles and lectures
- Attended many game conventions, including E3 (2005, 2006, 2013) and GamesCom (2006, 2009)
- Strong interest in community management and PR