



Full name	Nikki Bastin Kuppens	Phone	Available upon request
Date of Birth	December 18, 1984	E-mail	nikki@patt3rson.nl
Nationality	Dutch	Portfolio	www.patt3rson.nl
Location	Copenhagen, Denmark	LinkedIn	www.linkedin.com/in/nikkikuppens

PROFESSIONAL EXPERIENCE

Click *company names* to view their website

Sep 2021 > Current	Senior Game Designer	IO Interactive
Jun 2014 > Sep 2021	Senior Game Designer (April 2016) Game Designer	Ubisoft Massive
Nov 2006 > Dec 2017	Press Manager, Web Developer, Owner	gamesindustrie.nl
Sep 2007 > May 2014	Senior Game Designer (August 2011) Game Designer (September 2008) Assistant Producer	W!Games > Vanguard Games
Jul 2004 > Dec 2008	Web Developer, Owner	BLUE8 > 18"
Feb 2004 > Aug 2008	Freelance Game Journalist	Official PlayStation Magazine
Jul 2007 > Aug 2007	Game Designer, Database Programmer	Soepel
Sep 2006 > Jan 2007	Intern Game Designer	Soepel
Feb 2000 > Apr 2006	Editor in Chief, Web Developer, Owner	PlayStation Clan > GameChoice
Jul 2004 > Aug 2004	HTML/CSS Developer	MusicMinutes

EDUCATION

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








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

REFERENCES

Vertigo Games	Kent Kuné (Primary Game Designer)	kent@kentyman.net (Phone number available upon request)
---------------	------------------------------------------	---------------------------------------------------------------------------------------------------

PUBLISHED TITLES

Click game names to view project details and responsibilities on my portfolio website

Mar 2019 <i>Ubisoft Massive</i>	Tom Clancy's The Division 2 
Mar 2016 <i>Ubisoft Massive</i>	Tom Clancy's The Division 
Apr 2015 <i>Vanguard Games</i>	Halo: Spartan Strike 
Jul 2013 > Apr 2015 <i>Vanguard Games</i>	Halo: Spartan Assault 
May 2011 <i>Vanguard Games</i>	Gatling Gears 
Feb 2010 <i>W!Games</i>	Greed Corp 
Nov 2006 <i>Soepel</i>	Crusade in Jeans 



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	Xbox One, Xbox 360, PlayStation 4, PlayStation 3, PC, mobile/tablet
Scripting	HTML, CSS, PHP, MySQL, JavaScript
Software	Microsoft Office, Adobe Photoshop, Perforce, Snowdrop (Ubisoft in-house engine/tools), Blueprint (Vanguard Games in-house engine/tools)
Languages	Dutch, English

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