



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	Lead Game Designer (June 2022) 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

Contact details available upon request

IO Interactive	Andrzej Zawadski	<i>Senior Game Designer</i>
Ubisoft Massive	Andrada Greciuc	<i>Lead Game Designer</i>

PUBLISHED TITLES

Click [game names](#) to view project details and responsibilities on my portfolio website

December 2023 <i>Ubisoft Massive</i>	Avatar: Frontiers of Pandora <i>Xbox, PlayStation, PC</i>	Jul 2013 > Apr 2015 <i>Vanguard Games</i>	Halo: Spartan Assault <i>Xbox, PC, mobile</i>
Mar 2019 <i>Ubisoft Massive</i>	Tom Clancy's The Division 2 <i>Xbox, PlayStation, PC</i>	May 2011 <i>Vanguard Games</i>	Gatling Gears <i>Xbox, PlayStation, PC</i>
Mar 2016 <i>Ubisoft Massive</i>	Tom Clancy's The Division <i>Xbox, PlayStation, PC</i>	Feb 2010 <i>W!Games</i>	Greed Corp <i>Xbox, PlayStation, PC, mobile</i>
Apr 2015 <i>Vanguard Games</i>	Halo: Spartan Strike <i>PC, mobile</i>	Nov 2006 <i>Soepel</i>	Crusade in Jeans <i>PC</i>



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 (Series, One, 360), PlayStation (3, 4, 5), PC, mobile/tablet
Scripting	JavaScript, HTML, CSS, PHP, MySQL
Software	Microsoft Office, Adobe Photoshop, Perforce, Snowdrop (Ubisoft in-house engine/tools), Blueprint (Vanguard Games in-house engine/tools)
Languages	Dutch (native), English (fluent), Danish (intermediate)

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