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Nationality Dutch Portfolio www.patt3rson.nl

Location | Copenhagen, Denmark LinkedIn

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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 Lvceum

REFERENCES

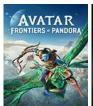
Contact details available upon request

IO Interactive	Andrzej Zawadski	Senior Game Designer
Ubisoft Massive	Andrada Greciuc	Lead Game Designer

PUBLISHED TITLES

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

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

















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