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

Oct 2024 > Current	**Senior Game Designer**	*Raw Power Games*
Sep 2021 > Sep 2024	**Lead Game Designer (June 2022)** **Senior Game Designer**	*IO Interactive*
Jun 2014 > Sep 2021	**Senior Game Designer (April 2016)** **Game Designer**	*Ubisoft Massive*
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

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

SKILLS

- Well-developed design skills and intuition
- Outstanding analytical ability
- Strong theoretical and practical game design background
- Excellent communication and documentation skills
- Creating coherent systems and minute-to-minute gameplay
- Very hands-on, with scripting and content implementation
- Great team player, good understanding of other disciplines
- Mentoring and supporting other designers
- Feature ownership, direction and cross-disciplinary team coordination
- Team leadership and development methodologies
- 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, Miro, Perforce, Snowdrop (Ubisoft in-house engine/tools), Blueprint (Vanguard Games in-house engine/tools), Unreal**
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