

	Surname:	**Buutfeld**
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Education	**Rotterdam University** HBO Technical Information Technology	2004 - 2007
	Utrecht School of the Arts (Hilversum department) HBO Game Design & Development	2007 – 2011
Work experience	**Internship @ Karami Games (Martin de Ronde)** Technical Designer & Programmer	aug-2009 – jan-2010
	Project @ Utrecht University: Chemistry dep. Technical Designer & Programmer	feb-2010 – jun-2010
	Project @ W! Games / Vanguard E.G. Level designer, Technical Designer & Programmer	sept-2010 – dec-2010
	Project @ Martin de Ronde (Vanguard E.G. / OneBigGame) Game Designer, Technical Designer & Programmer	aug-2011 – dec-2011
	Headcandy Developer	jun-2012 - dec-2015
	Sticky Studios Developer	Jan-2016 – dec-2016
	SuperBuff (games) Developer & Designer	jan-2017 – present
Languages	Dutch English	Spoken and written Spoken and written
Editors & Engines	Unity 3D Source Engine HAMMER Editor Unreal Engine experience Warcraft 3 Editor Virtools Game Maker HTC Vive / Steam OpenVR Oculus Go, Gear and Quest	
Programming languages & Environments	C# (.Net & Unified Windows Platform (Win10) including X(a)ML) XNA 2.0 & 3.0 Actionscript 2.0 & 3.0 (Flash, Flex & Air) Javascript HTML, ASP.net, CSS, Jquery, SQL, Vue, MongoDB, Heroku – Ajax experience	
Miscellaneous	Advanced Dungeons & Dragons Dungeon Master (Creative Narrative skills) Physical Prototyping (paperdesign, etc.) Playtesting & QA experience Computer hardware/system maintenance-repair-operations Webdesign (front and back-end)	
Delivered projects for major companies, including:	Deloitte, Nike, Virgin, Microsoft, ING, NASA, Deutsche Bank, United Nations, Dutch National Police, Shell Chemicals, IBM, Bam, Rabobank, Pringles, Rotterdam - The Hague Airport, TLN, Radboud University, TNO, Erasmus MC, Royal Dutch Airforce, KPMG	

References

Jay van Hutten
Lead Game Designer @ Nixxes Software

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Owner & CEO @ SuperBuff

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Martin de Ronde
Creative Director @ Force Field
formerly Chief Commercial Officer @ Vanguard Entertainment Group
formerly Founder & Director @ OneBigGame

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formerly Producer @ Vanguard Entertainment Group
formerly Project Manager @ OneBigGame

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