


**Thomas Demanez**


thomas.demanez@hotmail.com

360 / 360 

180 / 180 

**Junior Game Designer**

 +31 (0)6-57909217

 +31 (0)76-5015166

## Education

**2010**

Havo – Katholieke Schoolgemeenschap Etten-Leur, Etten-Leur, Netherlands  
Specialisation course: NT + Art

**2014**

Bachelor in International Game Architecture and Design – NHTV University of Applied Science, Breda, Netherlands  
Specialisation course: Design & Production

Relevant modules: Ludology, Narratology, Writing Skills, Advanced Game Design  
Research projects: Optimising the learning process in games by applying instructional design theories

## Work. Exp

**August 2011 - June**

Designer – Oikonomia, Gamelab 3 and 4 city management game for Future center 'De Werf' (part of the Dutch tax service)

**August 2013 - January**

Design Intern - Age of Wonders III, Triumph Studios.  
Tasks: Quality Assurance, Game Balancing, System Design and Level Design

## Interests

**Rank 1**

Video Games

I enjoy playing most genres

**Rank 2**

Playing the Drums

Rock, Metal & Progressive

**Rank 3**

Drawing/Photoshop

Manga style drawings

**Rank 4**

Anime / Manga

Berserk, Gantz & Shingeki no Kyojin

**Rank 5**

Making Videos

Comedy

## Comp. Skills

