Thomas Demanez
Game Designer

Education

2010-2014

Bachelor Degree International Game Architecture and Design
NHTV University of Applied Science, Breda, the Netherlands
Specialization Course: Design & Production

Relevant Modules: Ludology, Narratology, Writing Skills, Level Design, Advanced Game Design, Computer Graphics, Business Management.

Work Experience

August 2011 – June 2012

Designer – Oikonomia, Gamelab Project
City management game in assignment of Future Center 'De Werf'
(Part of Dutch Tax Services)

August 2013 – January 2014

Design Intern – Age of Wonders III, Triumph Studios
   - System Design
   - Level Design
   - Game Balancing
   - Quality Assurance

Skills

Computer Skills

- Microsoft Office (Word, Excel and Power Point)
- Photoshop, Illustrator and After Effects
- 3DS Max
- UDK Level Editor with Basic Scripting

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