

Education

Bachelor's Degree in Design & Production 2011 - 2015

- Graduated with cum laude
- Best Game Award 2014, Best Design Award 2013

Associate Degree in Game Design & ICT 2006 - 2011

- Producer on multiple projects

Professional Experiences

Lead designer & producer, 2 Student Projects – NHTV, Breda 2011 - 2014

- Scheduled, guided and monitored the team, created particles
 - NoMan Mayhem; arcade brawler
 - Located at: <http://www.justinzant.com/nmm.mp4>
- Designed, documented and tested the game, produced art assets
 - Moonscrapers; vertical tower RTS

Design intern, Two Tribes – Game developer, Amersfoort 2014 - 2015

- Worked on level design
- Worked on smaller art tasks
- Implemented art with in-house editors
- Iterated on gamedesign

Design intern, Engine Software – Game developer, Doetinchem 2010 - 2010

- Worked on concept development
- Implemented story structures with in-house editors
- Tested the game (Mantis & Bugzilla)

Design intern, Virtual Fairground – Game developer, Amsterdam 2009 - 2010

- Worked on game concepts within the team
- Communicated idea's with design tools
- Prototyped and tested the game (Jira)

Part-time jobs, Stores, hotels and catering – Part-time, the Netherlands 2003 - 2014

- Sold, advised and refilled products, monitored events and prepared meals
- Developed websites for clients & personal use

Skills & Languages

Skill order: 1. Accomplished – 2. Proficient – 3. Familiar

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|---------------------|--------------|---------------------------|--------------|
| • Dutch; | Native | • Maya; | Accomplished |
| • English; | Fluent | • ZBrush; | Proficient |
| • MS Office, Visio; | Accomplished | • UDK; | Familiar |
| • Photoshop; | Accomplished | • After Affects; | Familiar |
| • Unity; | Accomplished | • HTML5/CSS; | Proficient |
| • C#; | Proficient | • Mantis, Jira, Bugzilla; | Proficient |