

# **BAS BLOUW**

GAME DESIGNER WWW.BASBLOUW.COM DATE OF BIRTH: 22-12-1995 | RESIDENCE: ASSEN

# **DESIGN SKILLS**

- C# (basics)
- Game Design
- Game/Bug Testing
- Narrative Design
- Researching
- RPGMaker MV (software)
- Teamwork
- Troubleshooting
- Unity
- Website Development

# **OTHER SKILLS**

- Customer Service
- Management
- Marketing
- Microsoft Excel
- Microsoft Office
- Microsoft PowerPoint
- Microsoft Word
- Piano
- Presenting
- Project Management
- Public speaking
- Sales

## **EXPERIENCE**

SALES ADVISOR TELESALES INBOUND B2B • VODAFONE-ZIGGO • SEPTEMBER 2019 – CURRENT

#### GAME DESIGNER • SPIL GAMES • FEBRUARY 2018 - MAY 2019

During this period I was active in several projects, one of which was a game which needed a lot of narrative designing. This is also where I picked up a lot of my experience in narrative design.

### ADMINISTRATIVE ASSISTANT • METSTER B.V. • JUNE 2015 - PRESENT

When the parent company needed a new administrator I volunteered to learn more about the job and to take on its responsibilities.

## TROUBLESHOOTER • METSTER B.V. • JUNE 2016-FEBRUARY 2017

During the development of a new website and the software on the website, I was responsible for making sure that every single bug came to the surface and was fixed before the website went online.

#### SALES • IPMARKETING • FEBRUARY 2012 - JUNE 2015

My key task here was to acquire new clients, and managing the already existing ones.

## **EDUCATION**

• CURRENTLY WORKING ON • HANZE UNIVERSITY OF APPLIED SCIENCES

Study focus: Game Design.

SCHOOL OF HIGHER GENERAL SECONDARY EDUCATION • 2013 • VINCENT VAN GOGH LARIKS

Study focus: Economics.







# **VOLUNTEER EXPERIENCE**

### SALES • JUNE 2008 - MAY 2018 • WERELDWINKEL

Since I was around 12 years old I have been helping out at the neighboring church. When someone came with the idea of holding a sale for the WereldWinkel (a store that only sells Fairtrade products and gives all the profit to charity). I helped out with selling the products after the church service. As of 2018 this idea has been canceled due to the lack of volunteers.





