

Stan Graafmans

Game developer and **informatics student** living **central**, near Amersfoort, **The Netherlands**. Dedicated, structured and curious, proficient at collaborating with multidisciplinary teams to create qualitative digital experiences. Eager to grow towards the best version of myself.

EXPERIENCE

Flavour Ltd., Amsterdam — *Game Developer*

JULY 2019 - PRESENT

Flavour Ltd., Amsterdam — *Game Development Intern*

SEPTEMBER 2018 - FEBRUARY 2019

- Designed and developed a full-fledged user feedback system from in-game submission to database storage to web environment
- Developed four knowledge-testing minigames for children game
- Accompanied field research trip to interview potential end-users

Grendel Games Ltd., Leeuwarden — *Game Development Intern*

FEBRUARY 2018 - JULY 2018

- Adapted a mobile input controls scheme for PC
- Designed twenty-one new levels for casual puzzle game
- Co-presented six company products at remote exhibition event

EDUCATION

Avans University of Applied Sciences, Den Bosch — *Bachelor of Science in Informatics*

SEPTEMBER 2019 - Graduation expected in 2023

Grafisch Lyceum Utrecht, Utrecht — *Secondary Vocational Education in Game Development (MBO)*

SEPTEMBER 2015 - Graduated in JUNE 2019

Meridiaan College Het Nieuwe Eemland, Amersfoort — *Preparatory Secondary Vocational Education (VMBO-TL)*

SEPTEMBER 2011 - Graduated in JULY 2015

REFERENCES

Mr Niels Aust — *Flavour Ltd.*

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SKILLS

Game Development

Critical Thinking

Resourcefulness

Inquisitiveness

Self-reflection

TOOLS

Unity

C#

Git

Laravel

React

Python

SVN

LANGUAGES

Dutch — Native

English — CEFR Level C2

