**Education**

**Breda University of Applied Sciences: Game Architecture and Design Bachelor** 2011-2018

* Graduation Thesis on Identification of Success Factors in Video Game Kickstarter Projects.
* Specialization in Production & Gameplay Design
* Best Design Award 2013

**Erasmus University: International Business Administration** 2009-2011

* Co-Wrote Business Expansion plan for Nizo B.V. in Ede-Wageningen.

**Professional Experiences**

**Producer** – 2 Client Project 2015-2018 NHTV Business Unit Internship

* Supervision of projects using Ubisoft IP
* Core Responsibilities: Production Planning, Coaching, Mediation

GRIP: Combat Racing Game (Producer for the student team of NHTV)

* Core Responsibilities: Production Planning, Communication and Production pipeline setup
* Can be found at [www.cagedelement.com/grip/index.php](https://www.cagedelement.com/grip/index.php)

**Lead Designer & Designer** – 2 Student Projects 2011-2014

* Moonscrapers: Vertical Tower RTS
  + Core Responsibilities: Gameplay Design, Balancing and Quality Assurance
  + Can be found at [www.moonscrapers.nl](http://www.moonscrapers.nl)
* Territory RTS
  + Core Responsibilities: Initial Concept, Gameplay Design and Gameplay Testing
  + Can be found at [www.alex.shijan.weebly.com/Territory](http://www.alex.shijan.weebly.com/Territory)

**Market Researcher** – Triade B.V, Appeldoorn. 2010-2011

* Responsible for collecting and categorizing market data for EU and Nordic retailers.
* Worked with Excel.

**Skills and Languages**

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| --- | --- | --- | --- |
| Russian: | Native | 3DS Max: | Familiar |
| English: | Fluent | Unity: | Familiar |
| Dutch: | Fluent | Unreal Engine 4: | Familiar |
| Microsoft Office: | Proficient | Perforce: | Proficient |
| Photoshop: | Familiar | Trello: | Proficient |
| Illustrator: | Familiar | Microsoft Project: | Proficient |
| Sony Vegas: | Familiar | SCRUM Methodology: | Proficient |
| Maya: | Familiar | Visio: | Proficient |

References available on demand.