

Alex Shijan

Producer

Contact Number: +31 (0)622128866

Email: alexander.shijan@gmail.com

Portfolio: <http://alexshijan.weebly.com>

LinkedIn: [Click Here](#)

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

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
- Territory RTS
 - Core Responsibilities: Initial Concept, Gameplay Design and Gameplay Testing
 - Can be found at 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.