# Education

**International Game Architecture and Design Bachelor** 2011-2016

* Specialization in Gameplay Design and Prototyping
* Best Design Award 2013

**International Business Administration Propedeuse** 2009-2011

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

# Professional Experiences

**Team Lead & Producer** – 1 Client Project 2015-2016

* Production Planning, Communication and Production Pipeline setup
  + GRIP: Combat Racing Game
  + Can be found at <https://www.cagedelement.com>

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

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

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

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

# Skills and Languages

* Russian; Native
* English; Fluent
* Dutch; Fluent
* Mircosoft Office Proficient
* Photoshop Familiar
* Illustrator Familiar
* Sony Vegas Familiar

References available on demand.

* After Effects Familiar
* Maya Familiar
* 3DS Max Familiar
* UDK Proficient
* Unity Proficient
* Mantis Proficient
* C# Proficient