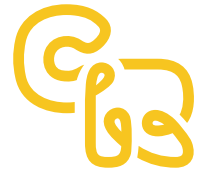




CHRISTIAAN RIBBENS



LEAD UX/GAME DESIGNER

PROFILE

The fun and amazement of physical and digital play is the most magical thing out there.

I love to create and discover sparks of magic. Combine this with the need to find simple playful solutions to complex puzzles and the result is someone who really likes to challenge themselves to create platful digital and physical experiences, indoors and outdoors.

INTERESTS



Pinball



Lego



Boardgames



Drones

Certifications

Professional Scrum Master II (PSM II)

Languages

Fluent: English & Dutch

CONTACT INFO

PHONE

+31 6 24 42 42 04

EMAIL

chris@chrisdesign.nl

PORTFOLIO

www.chrisdesign.nl

WORK EXPERIENCE

2021 - Present

Yalp Interactive
Goor, NL

Lead UX/Game Designer

Maintain 2500+ games, Dashboard, Tools, Didactic Guide for Playgrounds

2018 - 2021

Yalp Interactive
Goor, NL

Sr. UX/ Game Designer

Game Portfolio, User Portal, Player App, Inclusivity Research Interactive Playsets

2014 - 2018

Rebellion
Oxford, UK

Game Designer

Strange Brigade for PC, Xbox One, PS4

2013 - 2014

Rebellion
Oxford, UK

Jr. Game Designer

Evil Genius Online for Mobile & Facebook

2006 - Present

Evilgamerz.com

Game Journalist

500+ written game articles

EDUCATION

2011 - 2012
HKU

MA Creative Design for Digital Cultures

School of the Arts Utrecht

2008 - 2012
HKU

BA Game Design & Development

School of the Arts Utrecht

SKILLS

Unity3D, LUA, C#, Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe Indesign, Figma, MySQL, Java, PHP, HTML, CSS, Actionscript 2.0, Asura, Corona SDK, Arduino Processing, XNA, PS Home Dev Kit, Flash, Android Eclipse, Microsoft Office, Autodesk Maya, Inkscape, JIRA, Wordpress, Axure, TortoiseSVN, Game Wikis, Design Documentation, One Page Designs, Scrum, Agile, Brainstorms, Rapid Prototyping, User Research, UI/UX Design