



CHRISTIAAN RIBBENS



LEAD UX/GAME DESIGNER
PRODUCT OWNER | SCRUM MASTER | MANAGER

PROFILE

An experienced game designer, product owner and scrum master in agile environments.

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 playful digital and physical experiences, indoors and outdoors.

INTERESTS



Pinball



Lego



Boardgames



Game

Journalism

Certifications

Professional Scrum Master II (PSM II)

Languages

Fluent: English & Dutch

CONTACT INFO

PHONE

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EMAIL

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PORTFOLIO

www.chrisdesign.nl

WORK EXPERIENCE

2023 - Present

Linx Interactive
Remote

Lead Game Designer

VR Project for Meta

2021 - 2023

Yalp Interactive
Goor, NL

Lead UX/Game Designer

Projects for Ikea, Adidas, Lego, Meer Muziek in de Klas, Fox Sports, Veronica

2018 - 2021

Yalp Interactive
Goor, NL

UX/ Game Designer

2500+ Game Portfolio, Websites, Apps, Digital Experiences, User Research

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

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