



CHRISTIAAN RIBBENS



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

PROFILE

I love to create and discover playful digital and physical experiences, indoors and outdoors.

SKILLS

Product Strategy, Roadmaps, Product Management, B2B, B2C, Pitchdecks, Platform Development, Project Management, Leadership, Agile, Scrum, Persona, User Research, Market Analysis, A/B Testing, UI Design, Branding, Brand Book, (Rapid) Prototyping, Workshops, Analytics Atlassian Tools, Unity3D, Adobe Creative Suite, Figma, Microsoft Office, Wordpress, Miro, Mailchimp, ActiveCampaign, Google Analytics, Clarity, Wordpress, Recrutee, Hootsuite, Odoo, Autodesk Maya LUA, C#, MySQL, Java, HTML, CSS, Actionscript 2.0, Midjourney, ChatGPT, CoPilot

Certifications

Professional Scrum Master II (PSM II)
Coaching Leadership (NONONS)

Languages

Fluent: English & Dutch

INTERESTS

Pinball Machines Lego Board & Card Games Game Journalism

CONTACT INFO

PHONE

+31 6 24 42 42 04

EMAIL

chris@chrisdesign.nl

PORTFOLIO

www.chrisdesign.nl

LINKEDIN

in/christiaanribbens

OPENCRTIC

opencritic.com/critic/10037/christiaan-ribbens

WORK EXPERIENCE

2024 - Present

Voortman
Rijssen, NL

Sr. Product Owner & UX Designer

Digital Platforms, Corporate & Recruitment
Website, Webshops, Careers & Customer Portal

2023 - 2024

Linx Interactive
Remote

Lead Game Designer

Horizon Worlds VR Project for Meta

2021 - 2023

Yalp Interactive
Goor, NL

Lead UX/Game Designer

Product development 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