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# Curriculum Vitae

Last updated: October 14, 2019

## Jasper Oprel

Game/Level Designer and indie game developer. I want to create playful spaces for people to express themselves in. Hobbies include tinkering with electronics, cooking, arthouse films and retro games.

Born: June 7, 1993 – Gouda, Netherlands

### SKILLS

- Highly curious. Wide spectrum of expertise.
- Self-motivated maker and problem solver.
- Analytical and goal-oriented.
- Communicative teamworker and listener.
- Likes to take charge of projects.
- Fluent: English, Dutch
- Working knowledge: German, French

### SOFTWARE

- Game Engines: Unity, Unreal Engine
- Adobe Creative Suite: Photoshop, Illustrator, InDesign, Premiere, After Effects
- 3D Software: Maya, Blender, Sketchup, Revit, Rhinoceros + Grasshopper, AutoCAD
- Programming Languages: C#, Lua, Python, Perl, HTML, CSS, JS

## Education

2017 – now

Bsc Game Design

HKU Games & Interaction, Utrecht

*Project based education with a focus on group-based game creating. High marks while working on personal games in my free time. Part of a select board that advises the school director directly.*

2013 – 2017

Bsc Architecture

TU Delft, Delft

*Developed analytical and design skills to create interesting spatial environments. Worked alone and in groups on projects of an architectural and urban scale. No degree.*

## Work Experience

2016-now

Indie games creator

*Designer and creator of various self-published video games.*

2018-2019

Game Designer

Koo-Koo

*Designer and project lead of a student game that was invited to be showcased at GDC 2019. Game design, building physical installations, programming, setting up a company for culture grants.*

2013-2015

Graphic Designer

Filmhuis Lumen

*Designed brochures and pamphlets for various arthouse film events.*