

Email: jasper@oprel.work
Portfolio: <https://oprel.work>

Curriculum Vitae

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Boskoop, The Netherlands
Phone: +316-43408977

Jasper Oprel

Game & Level Designer, indie game developer. A background in architecture and strong programming skills. Currently looking for an internship at a large company. Willing to relocate and available immediately.

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 and Microsoft Office
- 3D Software: **Maya**, Blender, Sketchup, Revit, Rhinoceros + Grasshopper, AutoCAD
- Programming Languages: **C#, Lua**, Python, Perl, Javascript

Education

2017 – 2021

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.

Games

<https://oprel.work/internship>

Awards and Nominations

2019

Koo-Koo

Alt.Ctrl.GDC Showcase

2019

Chef's Table

Global Applied Game Jam: Best Prize

2020

Painting of a Cliff

A MAZE. Explorer Award Nomination

Work Experience

2016-now

Indie games creator

Designer and creator of various self-published video games.

2013-2015

Graphic Designer

Filmhuis Lumen

Designed brochures and pamphlets for various arthouse film events.