

RESUME – MARK BOUWMAN



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WORK EXPERIENCE

MediaMonks B.V. (www.mediamonks.com)

April 2016 - Present

Games Creative

Hilversum, Netherlands

- Pitched concepts of concepts resulting in projects with budgets of up to \$100,000.
- Optimized the studio's use of SCRUM throughout the development process.
- Developed prototypes for games for mobile and web.

Wrecking Koala N.V. (www.wreckingkoala.com)

May 2015 - Present

Founder

Utrecht, Netherlands

- Founded the company together with an artist from Little Chicken.
- Designed, developed and published our apps for iOS and Android.
- Formulated all publicly available information and press content.

Little Chicken Game Company B.V. (www.littlechicken.nl)

September 2011 – April 2016

Gameplay Programmer

Utrecht, Netherlands

- Developed and published games which resulted in more than 2 million unique active players.
- Adapted and trained the use of Unity3D within the studio, now their main development tool.
- Set up and operated all app publishing for iOS and Android app stores.
- Applied SCRUM as SCRUM Master and taught SCRUM throughout Little Chicken's team.
- Motivated employees to innovate and improve their skills and development process.
- Optimized the studio's company culture and daily workflow.

EDUCATION

University of Applied Sciences, Amsterdam

September 2009 – July 2013

Game Development, Bachelor of Science

Amsterdam, Netherlands

- Graduated with a 9 out of 10 for my final project.
- Completed and 2nd year Honours Program.
- Worked closely with teachers to shape Game Development course.
- Developed and taught multiple workshops about Game Development and Game Design for the OBA, HVA, Nemo and several high schools.
- Visited the Game Developers Conference in 2011 through winning a scholarship.

Westminster College, Salt Lake City

September 2012 – December 2012

Computer Science Bachelor

Salt Lake City, Utah, U.S.A

- Recognised on The Dean's List (3.5 or higher GPA).

ADDITIONAL

- *Languages* Native in Dutch, near-native in English (TOEFL score of 114/120).
- *Programs* Unity3D, Unreal Engine 4, Visual Studio, XCode, Eclipse, DBForge, Netbeans, Webstorm and FlashDevelop.
- *Programming Languages* C#, C++, MySQL, Java, AS3, JavaScript and HTML.
- *Developing platforms* iOS, Android, PC Standalone and Web.
- *Soft skills* SCRUM Master, client relations and presentations.
- *Work Status* Authorized to work within the European Union and eligible for the United States via visa sponsorship.