

MARK BOUWMAN

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WORK EXPERIENCE

Vertigo Games (www.vertigo-games.com)

Senior Game Designer

January 2020 - Present

Amsterdam, The Netherlands

- Boosted the employee productivity and satisfaction by aiding with the integration of SCRUM.
- Designed and scripted various elements, including core gameplay mechanics and combat systems.
- Closely collaborated within multi-disciplinary teams, acting as lead visionary for the gameplay.

MediaMonks L.A. (www.mediamonks.com)

Games Creative

November 2018 - December 2019

Los Angeles, California, U.S.A.

- Conceptualized and pitched multiple concepts resulting in projects with budgets of up to \$1,500,000.
- Creatively led the realization of various games and installations for global clients (Amazon, Nike, etc), resulting in numerous rewards (including FWAs, CLIOs and Cannes Lions).

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

Game Designer

April 2016 - November 2018

Hilversum, The Netherlands

- Owned all game design as the studio's sole game designer.
- Supported the Creative Director through daily brainstorm sessions, sparring sessions and pitch deck creation.
- Optimized the studio's use of SCRUM throughout the development process.
- Programmed various prototypes, games (mobile, web, AR and VR) and interactive exhibitions.

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

Founder

May 2015 - Oktober 2016

Utrecht, The Netherlands

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

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

Gameplay Programmer

September 2011 - April 2016

Amsterdam, The Netherlands

- Developed and published games which resulted in more than 2 million unique active players per game.
- 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, improve their skills and optimize their daily workflow.

EDUCATION

University of Applied Sciences, Amsterdam

Game Development, Bachelor of Science

September 2009 - July 2013

Amsterdam, The Netherlands

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

Westminster College, Salt Lake City

Computer Science Bachelor Exchange Program

September 2012 - December 2012

Salt Lake City, Utah, U.S.A.

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