

MARK BOUWMAN

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WORK EXPERIENCE

31st Union (www.thirtyfirstunion.com)

January 2023 - Present

Senior Systems Designer, December 2023 - Present

San Mateo, California, U.S.A

- Became Feature Owner of 1 of the 3 main game modes, tasked with bringing the mode to the next level.

Systems Designer, January 2023 - December 2023

- Designed and implemented various core systems for our main game mode's minute-to-minute gameplay.
- Brought multiple features from design specs all the way to polished through rapid in-engine iteration.
- Consistently assisted production in planning for our EU-based engineering resources.
- Lead multiple EU playtests of up to 90 people, including playtests for important internal milestones.

Vertigo Games (www.vertigo-games.com)

January 2020 - December 2022

Lead Game Designer, April 2022 - December 2022

Amsterdam, The Netherlands

- Lead a multi-disciplinary team of 13 designers, artists and programmers to design, implement and test our AAA title VR game's levels, enemy AI and main game flow.
- Was directly responsible for 7 level and systems designers of various degrees of seniority.

Senior Game Designer, January 2020 - April 2022

- Designed and scripted core gameplay mechanics and combat systems in our AAA title VR games.
- Assisted Ubisoft in realising Assassin's Creed in VR by becoming the point person responsible for bringing the franchise's signature 3Cs to VR platforms.

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

November 2018 - December 2019

Games Creative

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 realisation of various games and installations for global clients (Amazon, Google, etc), resulting in numerous rewards (including FWAs, CLIOs and Cannes Lions).

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

April 2016 - November 2018

Game Designer

Hilversum, The Netherlands

- Owned all game design as the studio's sole game designer.
- Supported the Creative Director through daily brainstorm sessions and pitch deck creation.
- Optimised 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)

May 2015 - October 2016

Founder

Utrecht, The Netherlands

- Founded the company together with an artist from Little Chicken Game Company.
- Designed, developed and published our independent games for iOS and Android.

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

September 2011 - April 2016

Gameplay Programmer

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, which became their main development tool.
- Set up workflows and operated all app publishing for iOS and Android App Stores.

EDUCATION

University of Applied Sciences, Amsterdam

September 2009 - July 2013

Game Development, Bachelor of Science

Amsterdam, The Netherlands

- Graduated with a 9 out of 10 for my final project and completed a 2nd year Honours Program.
- Studied Computer Science at the Westminster College in Salt Lake City, United States for one semester.
- Visited the Game Developers Conference in 2011 through winning a scholarship.