

Josse de Kievith BSc. – (Real Life) Game Designer

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Education

2012 - 2017	Bachelor International Game Architecture and Design at NHTV University of Applied Sciences, Breda, Netherlands <ul style="list-style-type: none">• Design: Narratology, Level Design, Concept Design, Ludology,• Production: Project Management, Business Management• Specialization: Real life Game Design
2011 – 2012	Geography, Spatial Planning and Environment at Radboud University, Nijmegen, Netherlands <ul style="list-style-type: none">• Subjects: Social Geography, Spatial Planning, Research Methodologies, Academic Writing

Employment History

Since Sep. 2008	Merchandiser at Albert Heijn Valkeniersplein, Breda, Netherlands <ul style="list-style-type: none">• Tasks: Stock shelving, maintaining warehouse, training new employees• Notes: Permanent contract since September 2012
Dec. 2015 – Feb. 2016	Intern at project Lordbound <ul style="list-style-type: none">• Tasks: Research
Sep. 2015 – Dec. 2015	Intern at the design department at Jora Vision, Rijnsburg, Netherlands <ul style="list-style-type: none">• Tasks: Concept Development, Narrative Design, Research

Relevant projects and publications

Sep. 2016 – Apr. 2017	Stories from Breda: An Escape Room design (grad. project) <ul style="list-style-type: none">• Graduation project with the purpose of designing an escape room for the cellars underneath Breda's old town hall.
Oct. 2016	IEEE Paper: Design for Collaboration in Mixed Reality: Technical Challenges and Solutions. <ul style="list-style-type: none">• Authors: E. Peters; B. Heijligers; J. de Kievith; X. Razafindrakoto; R. van Oosterhout; C. Santos; I. Mayer; M. Louwerse• Published: 2016, 8th International Conference on Games and Virtual Worlds for Serious Applications (VS-GAMES)
Feb. – July 2016	Project Amelio: A serious collaboration game for a MR-environment <ul style="list-style-type: none">• Group project• Tasks: research, project management, client liaison

Language and Computing Skills

Languages	English: Professional	Dutch: Native
Computing	Proficient: Office, Unity 3D (including Playmaker plugin), Sony Vegas	
	Sufficient: Photoshop, InDesign, UDK, Unreal 4, Mantis Bug tracking	

Hobbies

Hobbies:	Video/Board/Real-Life Games, D&D, Reading, Drawing, Singing
Outdoor:	Soccer, Running, Hiking