

Jesse P. Ravensbergen

Game Designer & Writer

Residence: The Hague area
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Nationality: Dutch
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Work Experience

2021-now **Writer, Independent**

My first novel is an espionage thriller featuring an accurate portrayal of the intelligence world. Currently I'm working on a sequel and a fantasy trilogy.

2018-2021 **Game Tester – Marvel's Avengers** Nixxes Software

I supplied the development team with the latest bugs and jumped in to investigate the really obscure ones when needed.

2015-2017 **Game Producer - "gamepoint.com"** Gamepoint

Game Producer on various online multiplayer Casino games. I also performed statistical analysis and coded simulations in R as one of the game economy designers.

2015-2016 **Independent Game Designer - "2 Puzzled 2 Solve"**

A 2D Metroidvania where the player controls both a character and the level they move through. Responsible for the design, everything from game mechanics to level design.

2013-2014 **Game Design Intern - "Age of Wonders III"** Triumph Studios

Turn-based strategy game. Released in March 2014.

- Designed and created a stand-alone single player scenario.
- Condensed all of the game's mechanics and their narrative context in 18.000 words. Responsible for quality, consistency, and localization of text across all User Interfaces.

Education

2010-2014 **Bachelor International Game Architecture and Design**

NHTV University of Applied Sciences, Breda, Netherlands

Graduated 'cum laude' / 'with recognition'

Skills

Languages **English:** fluent **Dutch:** native language

Software Proficiency Microsoft Office, Photoshop, Source Engine, Unity 3D, Unreal, Sony Vegas

Design skills Game Design, Narrative Design, Level Design, Concept Design, Game Balancing, Paper Prototyping, Quality Assurance, (Visual) Scripting

Interests & Activities

TV Shows, Movies, Books & Writing Conspiracy, Fantasy, Politics, Science-Fiction, Thriller
Video Games Action, Adventure, Platformer, Puzzle, Strategy, Shooter