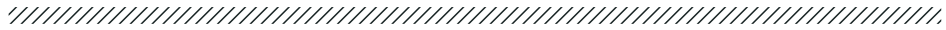


Hello, I'm Vincent!

I'm a story-driven game designer with a mind for alluring & engaging cooperative play.

Click me!



EXPERIENCES

2018 **Gamification Facilitator** | Memocate

A workshop on applying gamification to an EdTech solution.

Game Designer | Vincent Games

Self-published seven tabletop games, including

Sherlock Holmes: Detectives a narrative-driven mystery game.

Cartomancy an RPG with a unique deck-based character system.

Crafter's Dungeon a dungeon-crawler game with item-building.

Additionally, I released multiple other games for free.

Art Director | Non Architecture Competitions

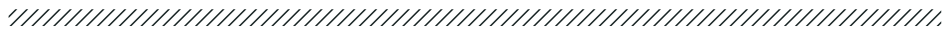
Leading the visual design choices of a non-profit organization that promotes free-thinking architecture.

Game Designer & Writer | Prowl RPG

World building, mechanics design, playtesting, and story writing for a tabletop RPG centered around exploration and travelling.

2014 **Master of Arts** | University of Art Utrecht

Majored in Game Design & Development.



PREFERENCES

What I'm about...

Game design

Narratives

World building

Visual design

Problem solving

Ideation

What I design...

Possibilities

Accessibility

Co-op

Replayability

Humour

More humour

How I'm described...

Thorough

Self disciplined

Fun

Creative

Exciting

Stubborn

*Only by my fiancé

CONTACTS

Vincent van der Zwaag
hello@vincentgames.com
www.vincentgames.com
Postal pigeons accepted



SKILLS

Writing	████████████████████
Data Analysis	████████████████████
InDesign	████████████████████
Concept dev.	██████████████████
Photoshop	██████████████████
Prototyping	██████████████████
Illustrator	██████████████████
Coding	██████████████████
UX/UI	██████████████████