

RICK RUITEN

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**Technical Designer / Gameplay Programmer /
QA / Gameplay & Fun Maintainer**
“Never give up, create the unimaginable”



OBJECTIVES

I am searching for an organization where I can feel at home, not only socially but also in terms of the products they create. The company I am seeking should work passionately on their projects and be willing to share their knowledge with colleagues who may have less expertise. As a Technical Designer, I expect to be part of a team where designers and developers collaborate, seeking each other's assistance when there is uncertainty. While my primary focus will be on conceptualizing, prototyping, and testing new mechanics/systems, there will also be room for discussions on technical designs.

In addition to working on new and existing systems, I consider it crucial to maintain a stable build of a project at all times. By engaging in QA, I, along with the team, ensure that no mechanics/systems are added that would cause the game to deviate from its intended functionality or lose its genre-specific charm.

As a complement to QA, I value and find User Experience both important and intriguing. My main focus here will be on enhancing the player's enjoyment of the game, catering to both novice and experienced gamers.

EDUCATION

HKU Games & Interaction – Game Development

Sep 2015 – Jan 2020 [Bachelor of Science - Creative Media and Game Technologies /

International Game Architecture and Design (CROHO-code 30036)]

- Made several games and apps.
- Worked with 'new devices' such as different VR headsets, eye-tracking, bodymotion tracking.
- Most experienced in Unity Engine, worked in UE4 for a while.
- Learned to work as a team.
- Learned how to adjust my role whenever necessary.
- Learned how to communicate with different departments.

SKILLS

I am

- Experienced in programming with C#, Java, and Python, but I am eager to learn much more about my current languages and other commonly used ones (basic knowledge of C++, JavaScript, PHP, and HTML).
- Proficient in both Unreal Engine and Unity, although I have more recent experience with UE.
- Versatile. In addition to Gameplay Programming, I have engaged in QA, Unity Tool Development, Audio Integration, User Experience, Level Design, and Combat Design.
- Willing to invest extra time in learning another language/tool as needed at the moment.
- A problem solver with a mathematical mindset, often seeking a logical path.
- Not afraid to learn something new and will persist until I find a solution.
- More interested in front-end and User Experience than in back-end and what a specific language means for the program.
- Very sociable due to my hospitality background and enjoy creating a pleasant atmosphere in a group.
- Helpful to colleagues facing challenges.
- A fun-loving individual who enjoys good times with others, both during and after work

EXPERIENCE

Game Related Jobs

- (Feb '22 -) Technical Game Designer at Infinity Interactive / Infinity Labs
 - (Jun '23 -) & QA
- (Jun '21 – Jan '22) All-round Event Manager and Game Developer / Designer at Uitjesbureau.

Intern- and Traineeships

- (Nov '20 – Nov '20) Started Software Engineering traineeship at Sogyo
 - Due to no companies that would suit my interests we decided to cancel the traineeship
- (Feb '18 – Jul '18) Game Developer Internship “Pillow’s Willow VR Studios”.

Games

- (Apr '22 -) Unannounced Entertainment Game in VR (Infintiy Interactive)
- (Feb '23 – May '23) Arizona Sunshine 2 – Discontinued (Vertigo / Infinity Interactive)
- (Jul '22) The Blu VR game – Redesigning Level Select (WeVR / Infinity Interactive)
- (Feb '22 – Apr '22) CIS / MECH – Military Defense Recruitment (Infinity Labs)
- (Jun '21 – Jan '22) Multiple city-related company outings / city games.
- (Jun '21 – Jan '22) Concept of the TV-show “Hunted” into a company outing.
- (Apr '19 – Jul '19) Snowed Under (Graduation Project)
- (Sep '18 – Feb '19) The Seminary of Sight (Disillusion – own studio)
- (Feb '18 – Jul '18) Spark of Light (PW XR Studios)
- (Feb '18 – Jul '18) Exodus Burned (PW XR Studios)
- (Feb '18 – Jul '18) Reefquest (PW XR Studios)
- (Sep '17 – Feb '18) Drone Escape (Little Chicken Game Company)
- (Apr '17 – Jul '17) [UN]born – Narrative game (School)
- (Nov '16 – Feb '17) Lantana XR game (School)

Achievements

- (Jun '19) HKU Exposure with our game ‘Snowed Under’
- (Apr '19) Imagine EYE Film festival with our game “The Seminary of Sight”
- (Mar '19) Dutch Game Garden Meeting with our game “The Seminary of Sight”
- (Mar '19) As visitor attended GDC (San Francisco).
- (Dec '17 – Feb '19) Part of our own company during school project of 14+ students.
- (Sep '17 – Feb '18) Worked on a game for Little Chicken in cooperation with school.
- (Jul '17) Dutch Game Garden lunch meeting with our game “[UN]born”
- (Jan '17) Attended the Global Game Jam
- (Jan '17) ‘Certificate of Achievement’ with our VR game “Lantana” – 1st prize of our class.

Mentions

- (Jan '21 – Mei '21) Restaurant Manager at Lowietje Lisse
- (Sep '20 – Jan '21) Restaurant Manager at De Nachtegaal Lisse
- (Jan '19 / '20 / '23 ...) District Manager at Vrienden van Amstel VIP area
- (Apr '18 -) Lead Bartender at several Festivals
- (Apr '18 – Apr '20) ‘Team Creator’ at “Verwiel & Wijngaard” (Hospitality Agency)
- (Feb '18 - Apr '20) ‘Team Leader’ at “Verwiel & Wijngaard” (Hospitality Agency)