

# Jan van Lamoen

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## Game and Narrative Designer

*Mechanics create games, stories evolve them into an experience.*

### Education

August 2012 – July 2016	<b>Bachelor in International Game Architecture &amp; Design</b> – NHTV University of Applied Science, Breda, The Netherlands. Relevant Modules: <i>Game Production, Project Management, Ludology, Gamelab, Game Design, Narratology</i>
August 2008 – July 2012	<b>Associate's Degree, Game Artist</b> – de Eindhovense School / Sint Lucas, Eindhoven, The Netherlands <ul style="list-style-type: none"><li>• Graduated with a degree of excellence.</li></ul>

### Work Experience

June 2016 – Present	<b>Game/Narrative Designer</b> , Grimlore Games, <i>Munich</i> – AAA game company, Germany A real breakthrough in my career, as the only Narrative Designer of the team everything in regards to story and story/game design relations was up to me. <ul style="list-style-type: none"><li>• <i>Story Writing/Content management for RTS/RPG games.</i></li><li>• <i>Panning Milestones, Creating Content, Public Presentations.</i></li></ul>
July 2015 – June 2016	<b>Game/Level design intern</b> , <i>Ziango</i> – HTML5 casual gaming company, The Netherlands I worked on and created 4 titles during my internship. I learned a lot about project management, overall game design and even got to practice Narrative design and story writing, <ul style="list-style-type: none"><li>• Managing and time boxing small projects.</li><li>• Working on level and game designs for casual games with the audience of females 30+</li><li>• Being a lead designer on 2 projects and learning what it takes to have this responsibility.</li></ul>
July 2009 – June 2016	<b>Waiter/Floor Manager</b> , <i>De Schalm, Veldhoven</i> – Theatre, restaurant and bar, The Netherlands With this position I learned a lot about people management and working under extreme time pressure and stress. <ul style="list-style-type: none"><li>• <i>Managing small teams under heavy pressure, Organization skills.</i></li><li>• <i>High responsible tasks, filling in for the management when they weren't around.</i></li></ul>
September 2011 – January 2012	<b>Internship Serious Games System Designer</b> – <i>Bitpress B.V., Tilburg</i> – A serious game company working closely with schools, The Netherlands Designing compelling gameplay related to the course material provided by the schools. <ul style="list-style-type: none"><li>• <i>Presenting to clients, convincing them about our design principles and ideas.</i></li><li>• <i>Managing and producing the design documentation.</i></li></ul>

### Other Skills

Languages	<b>English:</b> Fluent <b>Dutch:</b> Native Speaker
Computing Skills	<b>Advanced knowledge:</b> Microsoft Office, Unity, Adobe Photoshop <b>Proficient:</b> Adobe Suite, Articy Draft <b>Basic:</b> UDK, Autodesk Maya/3Ds Max

### Interests and Activities

Video Games	RPG's (KOTOR, The Witcher, Dark Souls), competitive multiplayer games (MMO, MOBA, Shooters), Narrative driven games (Persona 5, FireWatch.)
Presentations	Presenting is one of my main passions, I try to evolve in this wherever I can and push the boundaries of my skills forward with every experience.