

Professional Experience

Electronic Arts Madrid – Quality Assurance: Linguistic tester

January 2011 – November 2011

January 2010 – August 2010

June 2009 – August 2009 (Peak tester)

Titles tested: Need for Speed The Run, FIFA 12, The Sims 3 (3DS), Origin (Head of test), FIFA 12 (3DS), Sims Medieval, The Sims 3: Generations, EA Sports Active 2, MySims SkyHeroes, Need for Speed Shift: Exotic Racing Series DLC, The Sims 3: Ambitions, Skate 3 + all DLC, MySims Agents.
Platforms tested on: PC, Playstation3, Xbox360, Nintendo Wii, Nintendo 3DS.

Electronic Arts Madrid – Quality Assurance: Functionality tester

September 2010 – November 2010

Titles tested: The Sims 3, Harry Potter and the Deathly Hollows – part 1, NBA Elite 11, Hasbro Family Game Night, Monopoly Streets, Create.
Platforms tested on: PC, Playstation3, Xbox360, Nintendo Wii.

Eat3D.com – Quality Assurance: General tester

January 2009 – January 2010

(Voluntary)

Assuring quality of the produced video-tutorials and reporting issues to the producers using a pre-set formula.

Intertoys (Toy Store) – Gaming department: Salesman

September 2008 – January 2009

Organizing the store, keeping customers happy and being up to date with in-store and upcoming products.

Vstep – Fulltime 3d artist

March 2007 – November 2007

Modeling and texturing of objects, vehicles and environments. Collecting and organizing reference for outsourcing and assuring the quality of the models before implementation.
Projects worked on: Ship Simulator 2008 + New Horizons add-ons, multiple virtual safety training applications.

Pollux – Intern 3d artist/Tutorial writer

August 2006 – December 2006

Creating Dutch tutorials, concerning multiple 3d-related topics, and posting relevant content on Pollux' Media & Entertainment Portal.

Vstep – Intern 3d artist

January 2006 – June 2006

Collecting and organizing reference of buildings in Rotterdam and New York in order to model and texture them in 3d.
Projects worked on: Ship Simulator 2006

Education

'Grafisch Lyceum' Rotterdam – Multimedia Design: Animation & Games

September 2004 – Graduated June 2007

'Gertrudis College' Roosendaal – HAVO (High school)

September 1998 – Graduated June 2004

Qualities

Able to work in a team
Able to work under stress
Eye for detail
Organized
Creative
Proactive

Software Skills

Microsoft Windows Environment
Autodesk 3DsMax
Autodesk Mudbox
Adobe Photoshop
Adobe Illustrator