

# CURRICULUM VITAE



# ROY EMMEN

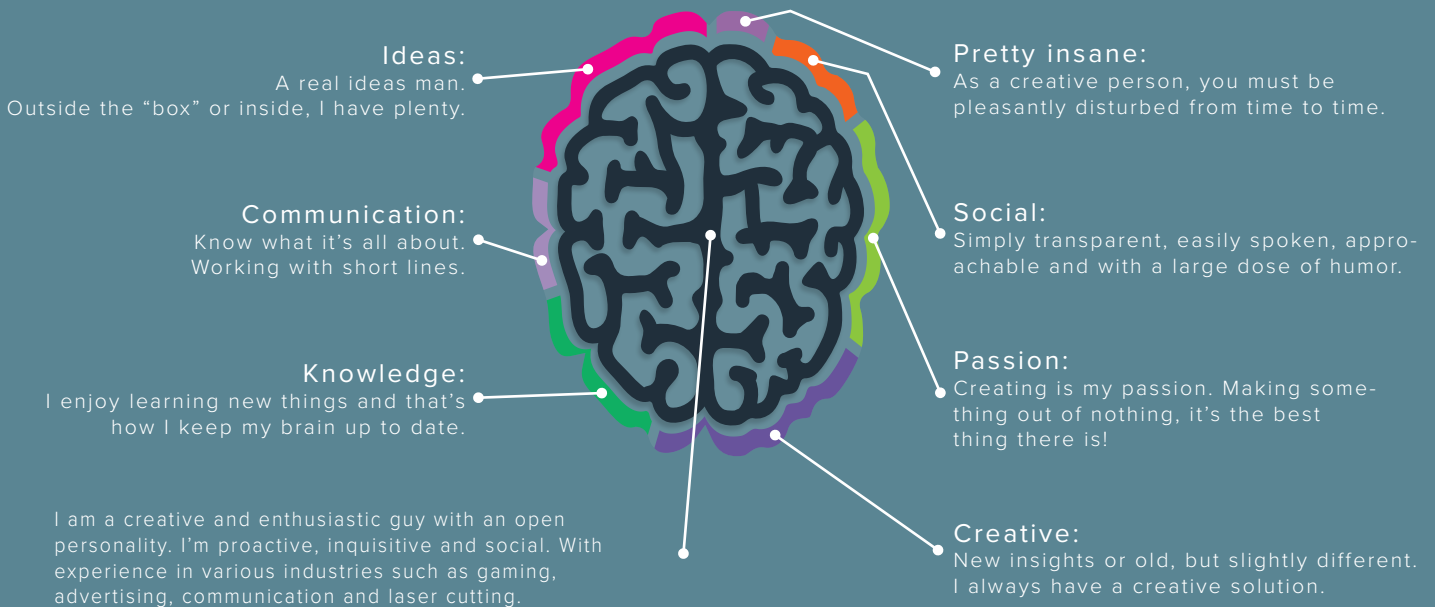
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## PROFILE



## EDUCATION

### Educations:



#### 2002-2003 - Grafisch Lyceum Rotterdam:

- Multimedia Design
- Animation
- Graduated

#### 1998-2002 - Grafisch Lyceum Rotterdam:

- Graphic Design
- Concept design
- Graduated



#### 1994-1998 - Florijn College Breda:

- VBO-small business
- Graduated

### Courses:



#### Autodesk 3Ds Max basictraining

- Deel 1  
certificate obtained

#### Autodesk 3Ds Max basictraining

- Deel 2  
certificate obtained

# TOOLS

## Software:

	100% Photoshop
	100% Illustrator
	100% Indesign
	50% AfterEffects
	25% Premiere
	10% Animate
	15% Dreamweaver
	50% Sketchbook
	50% SketchUp
	100% Particle Illusion
	15% 3D Studio Max

## Code:

	40% HTML
	40% CSS
	35% HTML 5
	10% PHP reading
	80% WordPress

## OS:

	100% MacOS
	100% Windows
	100% iOS

# LANGUAGES



Dutch: Excelent  
Oral, reading & writing



English: Excelent  
Oral, reading & writing



French: Intermediate  
Oral, reading & writing



# MISCELLANEOUS



Drivers license B & Car



# EXPERIENCE

2015

## Studio SponZZ at Breda

Position:

- Owner & Designer. (HBO skill level)

Activities:

- Art Direction.
- Concept development.
- Marketing strategy.
- Print design.
- Web/Multimedia design.
- Audiovisual design and production.
- Printing support.
- Branding.

2008

## Orion Gaming B.V. (WMS Gaming Inc.) at Bergen op Zoom.

Position:

- Artist. (HBO skill level)

Activities:

- Responsible for post production art.
- Responsible for publishing art to software department through CVS.
- Developing and producing visual elements for games.
- Develop and produce graphic systemelements for cabinets.
- Developing and producing special projects.
- Develop and produce templates for various games and cabinets.
- Game localization.
- Allround trouble shooter.
- Responsible for the archive & visual library.

2010

2015

## Brandpunt at Breda

Position:

- Designer. (HBO werkniveau)

Activities:

- Concept development.
- Marketing strategy.
- Product Design.
- Print design.
- Web/Multimedia design.
- Audiovisual design and production.
- Lasercutting & printing.

2015

2007

## Orion Gaming B.V. (WMS Gaming Inc.) at Bergen op Zoom.

Position:

- Associate Artist. (HBO skill level)

Activities:

- Developing and producing visual elements for games.
- Develop and produce graphic systemelements for cabinets.
- Developing and producing special projects.
- Game localization.
- Allround trouble shooter.

2008

2011

## Vijfnulacht Reclame & Marketing at Dordrecht

Position:

- Graphic Designer (HBO skill level)

Activities:

- Art Direction.
- Concept development.
- Marketing strategy.
- Print design.
- Web/Multimedia design.
- Audiovisual design and production.

2012



# EXPERIENCE

2005

2006

## Artifex reclamebureau at Sleeuwijk.

Position:

- Graphic en multimedia designer.

Activities:

- Concept development.
- Print design.
- Multimedia design.
- Desk Top Publishing.

2000

2001

## Grafisch Lyceum Rotterdam at Rotterdam.

Position:

- Teaching assistant for the courses Photoshop, Illustrator and Quark-Xpress.

Activities:

- Taking care of walk-in lessons for fellow students and assist them with their questions.

2005

2005

## Toelgroep at Tilburg.

Position:

- Creatief DTP-er.

Activities:

- Prepress.
- Preparation internet applications and websites.
- Management and maintenance computer systems.

2003

2004

## Bas-Kunstobjecten at Raamsdonksveer.

Position:

- Designer, Sculpter and Decorator

Activities:

- Designing and sculpting 3D objects out of PU foam.
- Apply fiberglass.
- Painting and decorating objects.

## Internship

2001

2001

## Crea10 at Klundert.

Position:

- DTP Specialist

Activities:

- Desk Top Publishing.
- Print design.
- Audiovisual pre-production.

2002

2002

## No Tomato at Breda.

Position:

- Junior artdirector.

Activities:

- Concept development.
- Marketing strategy.
- Print design.
- Desk Top Publishing.
- Management and maintenance of computer systems.
- Responsible for the archive & visual library.



# HOBBIES



Kickboxing



Drawing & painting



Comics



Learning new graphic and 3D software



modelkits, sculpting & prop building



Computers & computer games



Table-top Role-playing games (RPG)



Collecting films, film figures and books