LUUK VAN AGGELEN

BREDA, THE NETHERLANDS

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Personal

I am a 21 year old passionate all round Game Developer. My decision to enter the world of digital media, especially Games did not come as a suprise to anyone. I started showing interests in game design when I was only 8 years old. Currently following the course 'Indie Game Development' which teaches me what I find interesting about the world of games; all of it.

Education

NHTV Breda University of Applied Sciences
Indie Game Development
Getting mixed classes focusing on all aspects of game development; programming, art and design, as well as bussiness management.
Currently third year student, expected to graduate in 2015.

Work experience

Dutch Spare Parts | Graphic Designer
Started working as overal designer. Work include the use of Photoshop for drawing, photo editing, designing, batch photo processing and more. Work also includes illustrator for creating vector artwork and logos, and inDesign for documents and layouts. Futhermore did I work with photography in a studio and building websites and/or web solutions.
[September 2007 - now]

Freelance | Graphic/Web Designer
Mixed work for various relatives and clients. Work included poster & ticket designs for local parties, several websites for both casual and professional use, album cover artwork and other various merchandise designs.
[September 2006 - now]

Skills

General
I master the following languages
  -Dutch Language (Native)
  -English Language (Fluent)

Software
I master the following software
  -Adobe Photoshop
  -Adobe Illustrator
  -Autodesk Maya
  -Image-Line FL Studio
  -HTML & CSS