

# Robin van Son

Citadel 33, 5301JG Zaltbommel, Gelderland, The Netherlands | Dutch Nationality  
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## Junior Game Designer

Technical/Gameplay/QA

## Education

2011-Present	<b>Bachelor in International Game Architecture &amp; Design</b> – NHTV Breda University of Applied Sciences, The Netherlands
2006-2011	<b>HAVO high school diploma</b> – S.G. Cambium

## Work Experience

2009-2017	<b>Employee</b> – McDonald's Waardenburg MEDEWERKER FASTFOOD III – 3.0.2
2017-2018	<b>Quality Assurance Intern</b> – Force Field VR Amsterdam
2018	<b>Junior Quality Assurance</b> – Force Field VR Amsterdam

## Other Competencies

<i>Languages</i>	<b>Dutch:</b> Native <b>German:</b> Basic <b>English:</b> Fluent
<i>Computing Skills</i>	<b>Advanced Knowledge:</b> Unreal Engine 4, Unity, Microsoft Word, Sketchup, Mantis, Pivotal Tracker, Freedcamp, FlySpray <b>Proficient:</b> Adobe Photoshop, Autodesk Maya, Microsoft Excel, Microsoft Powerpoint

## Interests and Hobbies

Games: Mostly RPG and RTS genre with some exceptions

Sports: Black belt in Kyukushinkai Karate

Music: Classic rock, alternative rock, indie. I'm also a guitar player in an alternative rock band.