

Curriculum Vitae

Brian van Bruggen

Person

Name: Brian Johannes Franciscus van Bruggen
Date of Birth: August 16th 1989
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Notes: driver's license, student

Education

2001 – 2006 Anna van Rijn College Nieuwegein, level HAVO
2005 – 2006 Preparatory course Art and Technology
2006 – 2011 Utrecht School of the Arts, Game Design and Development

Experience

2006 – 2007 Various freelance pixel art jobs
2006 – 2009 Volunteer at open days Game Design and Development
Volunteer at admissions Game Design and Development
Volunteer at talent day Game Design and Development
Volunteer student-assistant 3D modelling class Game Design and Development
Volunteer to hold pixel art workshops Game Design and Development
Volunteer assistant to prototyping workshop Game Design and Development

Skills and Abilities

Game design (theory) Intermediate
Game design (applied) Intermediate
Level design Novice
2D Art Intermediate
3D Art Novice
Animation Novice
GraphicsGale Intermediate
Photoshop Novice
Game Maker Advanced
Flash AS2 Novice
PHP Intermediate
HTML Advanced
CSS Advanced
3DS Max Intermediate