

Benjamin Drees

TECHNICAL DESIGNER / MOTION CAPTURE TECHNICIAN



I am a young and motivated game developer studying Game Design & Production at NHTV Breda University of Applied Sciences. I am proficient in game design, quality assurance, and motion capture. My professors have praised me for my perseverance in increasing my skills in complementary fields of knowledge (e.g. 3d modeling, animation cleanup, programming C++ & C#). I aim to find a role in the games industry to be a part of the ever-expanding world of game development.

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EDUCATION

International Game Architecture and Design

NHTV Breda University of Applied Sciences [↗](#)

09/2013 – Present

Breda, Netherlands

- Design & Production (Bachelor degree)
- Game programming (propaedeutic diploma)

PERSONAL PROJECTS (UNIVERSITY)

Body Motion Capture (06/2015 – Present)

- Conducted Motion Capture shoots for student-related projects. This included: Maintenance of the Motion Capture suit, supervising Motion Capture shoots, Protecting the Motion Capture suit during recordings, and operating the MVN Studio software during recordings. In addition I mentored new team members on how to use the software.

University Projects (09/2013 – Present)

- Da Vinci's workshop, 2017, QA engineer
- Dreamwatcher, 2016, Producer
- Project Amelio, 2015, Designer, QA engineer, Producer
- Monsky Hop, 2015, Game Designer

VOLUNTEER EXPERIENCE

Cub Scout Leader

Willem de Zwijgrogroep III

10/2011 – 06/2013

Dordrecht, Netherlands

Willem de Zwijgrogroep III is one of the many sea-scouting groups in Holland.

- leadership cub scout troop (6-11)
- Organizing games and activities
- Teaching the cubs the values of the scouting movement

Maintenance Worker

Zwembad de Dubbel

01/2009 – 04/2009

Dordrecht, Netherlands

Zwembad de Dubbel is a swimming pool in Dordrecht.

- Cleaning / repairing the outdoor pool in preparation for summer
- Maintenance of the grounds
- General assistant

TECHNICAL SKILLS

Game Design

Paper prototyping, Design documentation, Mind mapping, Flowcharts, WIKI design, Menu design

Methodologies

Agile, Scrum, Kahnban, MDA

Game Development Engines

Unity 3D, UDK, Unreal Engine 4, Lumberyard

Microsoft Office

Word, Excel, Powerpoint

Programming Languages

C++, C#

Other

TortoiseSVN, Perforce, Motionbuilder, Xsens, Blender, Photoshop

SOFT SKILLS

Communication Skills

Teamwork

Taking the initiative

Flexibility

Desire to Learn

Mentoring

Willing to Accept Feedback

perseverance

sense of humour

LANGUAGES



Dutch



English (native)

INTERESTS

Beta testing games

Cooking

Dungeons and Dragons

Live action role play

Reading

Sailing

Swimming