

Curriculum Vitae

Personal Details

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Date of birth : January 27, 1985

Nationality: Dutch

Education

2009-2010: MA, EMMA; Hogeschool voor de kunsten (HBO), Utrecht School of Arts, European Media Master of the Arts (EMMA)
2006-2010: BA, Design for Virtual Theater and Games; Hogeschool voor de kunsten (HBO), Utrecht School of the Arts
2002-2006: Gilde Opleidingen, Venlo, MBO ICT (Information and Communication technology) (completed successfully)
1998-2002: Den Hulster college, Venlo, MAVO (completed successfully),
Subjects: Dutch, English, Math, Physics, Chemistry, Economics

Related work experience

Shipped product experience:

Paper Cakes: by Husck. *Position: Lead level and game designer.* One of the developed bamboo minis in a school project. Paper Cakes won the IGF student showcase prize, and got nominated for the Best student game at GDC 2010 and won 2 prizes at the Dutch Game Awards 2010 in the categories Best Student Game, and Best Original Gamedesign.

Hydrotilt (Iphone game) by Codeglue B.V. (www.codeglue.com)
2008/2009 – *Position: Game and level design, various 3D assets, product testing.*

Beer Pong (Iphone game) by Codeglue B.V. (www.codeglue.com)
2008/2009 – *Position: Game artist, 3D models and textures, UI and menu design.*

Sony HOME clothing items by Codeglue B.V. (www.codeglue.com)
2008/2009 – *Position: Game Artist, Various 3D models and textures for clothing items sold in the HOME environment on the Playstation network. Including complete costumes.*

Bamboo minis: by Husck (Name of an international group of students working on a school project together, HKU and USC), *Position: Lead level and game designer plus artist for one project.* Developed several apps and games for the Wacom bamboo dock. 2 mini applications (Zznare,Zztring), and 2 games (Going Bananas and paper Cakes)

Non-Shipped product experience (at time of writing):

Unannounced Iphone puzzle game by Codeglue B.V. (www.codeglue.com)
2008/2009 – All visual elements including: creation and design of 2D creatures and animations, backgrounds, UI and menu design.

Work experience:

- Aug 10 – Current: Game Designer and Artist at Keesing Games, Zigiz division.
- Feb 09 – Aug 10: Part-time Game artist and Designer at Codeglue B.V.
- Sept 09 – Jan 10: Group Graduation Project, Wacom project. Designer and artist for 2 – 4 bamboo mini games and apps.
- Sept 08 – Feb 09: Internship at Codeglue B.V. (www.codeglue.com) as game artist.
- 2006 Jan-Aug : Medion BV., Panningen: Full time help desk employee.
- 2002-2006: Numerous internships within the IT sector. Including sales department. One 6 month period and two 3 month periods.
- 2000-2006: DistriQ, Venlo: Morning paper deliveryman

Other Information

- Awards:
- Paper Cakes: IGF Student showcase award 2010
 - Paper Cakes, CineKid New Media Award (2nd place)
 - Paper Cakes, Dutch Game Awards; Best Student Game 2010
 - Paper Cakes, Dutch Game Awards; Best Original Gamedesign 2010

- Languages:
- Dutch: read, write and speech: good
 - English: read, write and speech: good

- Software:
- Exelent: Maya, 3D studio max, XSI, Zbrush, Mudbox, Photoshop, Xnormal, Topogun, Unreal engine (UDK)

Mediate: Unity engine, Valve's Source engine, Adobe Flash (and Actionscript 3), Virtoools

- Skills:
- Firm knowledge of game and level design , 3D skills (high/low polygon modeling, UV mapping, texturing, rigging, animation), traditional and digital Artist, firm knowledge of anatomy, light and color. Writing (story/drama). Basic programming and scripting skills (sufficient level to develop prototypes)

Notes and hobby's:

3D and 2D Visual Artist: knowledge in the complete workflow in 3D artwork for environments, characters and creatures. High and low polygon modeling and texturing, bump mapping, rigging, animating. All round 2D artist, capable of working in a wide range of styles, personal focus towards designing creatures, characters and environments for 3D modeling.

Writing and analyzing game designs. Including studies towards specific elements within game design and interactivity.

Reading (with special interest towards horror, mythology ,sci-fi and fantasy).

Playing/Writing music for the electric guitar.