

# Resume

Name: Jennifer Klement  
Address: Capelle a/d IJssel NL  
E-mail: jenny@adventurousimp.com  
Date of Birth: 31-05-1984  
Sex: female  
Portfolio: <http://gamedesign.adventurousimp.com/>

## Working experience

2012 – currently      **Independent games developer**, Adventurous Imp  
Game design, art, scripting, testing, audio, marketing  
web games, apps  
Capelle a/d IJssel

2011-2012              **Game Developer**, Jaludo.  
Game design, Q&A, project management  
casual games  
Rijssen

2008                      **Internship**, GameHouse / Realgames europe  
Level design and game design  
casual games  
Eindhoven

2007                      **Content manager**, Game Entertainment Europe  
Content management, Game tester  
MMORPG  
Maarsse

2005                      **Graphics designer**, VDM Reclame  
Graphic Design advertisements  
Rotterdam

## Education

2006 - 2010              Bachelor of applied art in Game Design and Development (HBO)  
Bachelor of Art and Technology  
the University of the Arts Utrecht, Netherlands.

2003 - 2006              Post-secondary college diploma, Graphic Design (MBO)  
Grafisch Lyceum Rotterdam. Netherlands.

1996 - 2002              Havo  
Develstein College, Zwijndrecht., Netherlands.

<b>Year:</b>	<b>Game Projects:</b>	<b>Genre/ Platform:</b>	<b>Tasks:</b>
<b>2016</b>	Camouflage 2	Color Puzzler, android/IOS Unity3D	All
	Changeling (in production)	Point and click adventure, PC, Unity 3D	All
	Re: Table for Two (in production)	Endless runner Android/IOS Unity3D	All
<b>2015</b>	TrueScape Rotterdam	Escape room (physical location)	Puzzle design
	Camouflage	Color puzzler, mobile, Unity 3D	All but art
	Changeling (in production)	Point and click adventure, PC, Unity 3D	All
<b>2014</b>	Table For Two	Endless double runner, HTML5, GameMaker	All
<b>2012</b>	Exploders	Multiplayer Bomberman game, Flash	Game Design, Project management, API implementation
	Super Shopping	Shopping Sim, Flash	
	Dog hotel 1&2 Hamster hotel Hamster icecream Gala shop Castle Spa Castle Restaurant Happy hairdresser 1,2 & 3	Time management. Flash	
	Tessa's cooking (multiple)	Cooking Sim, Flash	
	Horses hidden numbers	Hidden Object, Flash	
	Panda tropical dancing 2	Rhythm game, Flash	
	Long Hair Girls Horse Fan Girls	Dress up, Flash	
	<b>2011</b>	Swinging Santa	
My sweet bunny	Pet simulator. Flash		
Santa's factory Castle hotel Wedding shop	Time management. Flash		
<b>2010</b>	Shifter	Point and Click adventure, PC	All
<b>2008</b>	Delicious: Emiy's teagarden	Time management. PC	Intern: Level Design
	Campfire Legends	Hidden Object, PC	Intern: level design & game design

## ***Other experience and information***

2006 - 2010    Nightmare Studio  
Producing, management, production and selling of amateur comics at conventions/fairs

2006 – 2010    Aniway magazine  
Graphic design

Languages:    Competent in UnityScript, some knowledge of C#, actionscript and HTML.

Dutch (native)  
English (excellent)  
German (good)

Program  
experience:    Unity 3D  
Adventure Game Studio  
Gamemaker Studio

Adobe Photoshop, Indesign, Illustrator, Flash, Dreamweaver  
Audacity

Microsoft office package  
Openoffice  
Jira