

Eric Diepeveen

Game designer

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Work Experience

Game designer, Utrecht School of the Arts/OneBigGame/Stolen Couch Games - 2010

I was a game designer on Chime Multiplayer. An internal game made for Kuju's Zoë Mode and Martin de Ronde's OneBigGame. Chime Multiplayer was made in three months to much acclaim from my peers.

Game designer, Ronimo Games - 2009

During my internship at Ronimo Games I worked on an yet unannounced Xbox 360/PS3 game as a Game designer. I was responsible for level design, a.i. scripting and overall gameplay design.

Community manager, Dutch Game Garden - 2009/

As an community manager for Dutch Game Garden's Developer's club I'm responsible for creating and gathering content relevant for it's users.

Web developer, Qoox - 2005/2007

I worked as a web developer for Qoox, creating websites and interactive web applications for companies & individuals. The work involved the use of HTML, CSS, Flash, Actionscript & Photoshop.

Education

Utrecht School of Arts, Hilversum -- Game Design & Development, 2007/2011

Skills and knowledge

I have above average knowledge of practical game design. I've worked on two dozen games and interactive experiences as a designer, QA and producer.

Additional Information

- Chime Multiplayer was presented during OneBigGame's keynote at NLGD 2010. And was fully playable during Indigo and NLGD.
- Audio game "Project Toaster" won the award for most original project from TU delft.
- Kamal won the Dutch Game Garden's summer game dev game jam.
- Pushing Daisy won the DGDARC award for most original game, got displayed at GDC 09 and got an honorable mentioning from the Global Game Jam jury.