

LINDSEY BOUWELS

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I am a versatile designer with background in game design. During my studies I developed a skillset focused on user interface and user experience design, with special interest in research and development that included user centred design, accessibility, and virtual reality. I am also passionate about developing accessible interfaces with a natural feel, mentoring and serious games and I would love to broaden my horizons with experience in the industry.

SKILLS

Languages

- Dutch
- English
- German

Software

- Unreal Engine
- Unity Engine
- Helix Visual Client (P4V)
- GitHub
- Microsoft Office
- Google Suite
- Figma
- Zeplin
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere Pro
- Atlassian JIRA
- Atlassian Trello
- IBM SPSS Statistics
- QDA Miner
- Zotero Reference Manager
- Microsoft Endnote 20

EXPERIENCE

OCTOBER 2021 – MARCH 2022

FLEX WORKER DIGITAL LEARNING ENVIRONMENT, AVANS+ (PLUS) BREDA

As a flex worker for the digital learning environment of Avans+, I was responsible migration of courses, tests, and contact data to the new digital learning environment.

AUGUST 2019 – JUNE 2020

MUSEUM ASSISTANT, SCHUNCK* HEERLEN

As a weekend museum assistant and exhibit attendant, I was responsible for providing visitors with information about exhibits, general reception duties and making sure the visitors follow the museum rules. During this time, I have learned a lot about regional and national artists, worked with external cultural initiatives as well as people from all nationalities, cultures and ages.

DECEMBER 2014 – JULY 2017

LIBRARY ASSISTANT, SCHUNCK* HEERLEN

As a weekend front desk employee, I was responsible for issuing library items to customers, sorting, shelving, locating, and retrieving books and requests. During this time, I have also

assisted customers at the computer facilities and external activities including book markets, (cultural) festivals and reading to small children.

EDUCATION

SEPTEMBER 2021 - AUGUST 2022

MASTER OF SCIENCE - GAME TECHNOLOGY, BREDA UNIVERSITY OF APPLIED SCIENCES, BREDA

Master thesis: Accessible Subtitles In 6DoF 3D Virtual Reality: How Preference of Subtitle Presentation Modes Relates to Presence and VR Sickness.

Grade: 8,33

Extracurriculars: Participation Council; Student representative

SEPTEMBER 2016 - JULY 2021

BACHELOR OF SCIENCE - CREATIVE MEDIA AND GAME TECHNOLOGIES, BREDA UNIVERSITY OF APPLIED SCIENCES, BREDA

Variation: Design and Production

Grade 8,41

Projects: UI/UX for Surgical Navigation Software (in collaboration with the NKI and Antoni van Leeuwenhoek); Spellbound Spire (VR Game)

Extracurriculars: Participation Council

SEPTEMBER 2008 - JULY 2015

PRE-UNIVERSITY EDUCATION (VWO), EIJKHAGENCOLLEGE, LANDGRAAF

ACTIVITIES

Next to development and research of games, I enjoy playing a variety of games in my free time as well. When I'm not playing games, I can be found in the kitchen, behind my sewing machine or working on one of my other creative or tasty projects.

I also have experience with event management, as I was co-founder of a Drum and Bass and Dubstep music event from 2014 to 2019. During this time, I built a closer connection to the Nieuwe Nor and volunteered to work during other events as well.