

## Thomas Pathuis

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Nationality: Dutch

Date of birth: 16-05-1987

Place of birth: Bergschenhoek, The Netherlands

**Personal Goal:** My ambition is to be working as a professional game designer and be capable of offering valuable input on all aspects of design. In addition I would like to be able to design and release games of my own IP.

**Released Titles:**

- Swords & Soldiers 2 - Ronimo Games, 2015  
Nintendo eShop, WiiU.  
Game & Level Design  
[www.swordsandsoldiers2.com](http://www.swordsandsoldiers2.com)
- Awesomenauts - Ronimo Games, 2012  
XBLA, ESN & Steam.  
Design & Quality Assurance  
[www.awesomenauts.com](http://www.awesomenauts.com)
- Swords & Soldiers: Super Saucy Sausage Fest - Ronimo Games, 2012  
DLC to the PC version of Swords & Soldiers - Ronimo Games, 2009.  
Game & Level Design  
[www.swordsandsoldiers.com](http://www.swordsandsoldiers.com)
- EXP - Student game project, 2011  
Received an honorable mention in the Student Showcase of IGF 2011.  
Team & Design Lead  
[www.thomaspathuis.com/EXP.html](http://www.thomaspathuis.com/EXP.html)
- Gosu-Blox - Personal project, 2011  
Innovative puzzle game for iOS, published by Golabi Studio.  
Concept, Design, Art & Sound  
[www.thomaspathuis.com/Gosu.html](http://www.thomaspathuis.com/Gosu.html)

**Work Experience:**

- 2014 - present: Creative Producer  
Squid, Amsterdam, The Netherlands
- 2013 - 2014: Game Designer  
Ronimo Games, Utrecht, The Netherlands
- 2005 - 2012: Various jobs on a project basis  
Koppert, Berkel en Rodenrijs, The Netherlands
- 1-2007 - 9-2007: Graphic Designer  
PK media, Bergschenhoek, The Netherlands

**Education:**

- 2008 - 2013: International Game Architecture and Design  
NHTV university of applied sciences, Breda, The Netherlands
- Internships: 9-2011 - 6-2012: Ronimo Games  
Utrecht, The Netherlands
- 2007 - 2008: Multimedia Design (1 year specialisation, degree: 2008)  
Grafisch Lyceum Rotterdam, Rotterdam, The Netherlands

2004 - 2007: Graphic Design (IUT/BTS degree: 2007)  
Grafisch Lyceum Rotterdam, Rotterdam, The Netherlands

Internships: 9-2006 - 1-2007: PK media  
Bergschenhoek, The Netherlands  
1-2006 - 7-2006: Meuldijk en van Loon  
Berkel en Rodenrijs, The Netherlands

1999 - 2004: Secondary school (degree: Havo, E&M, 2004)  
Melanchton College, Rotterdam The Netherlands.

**Computer/IT:**

I have a very good understanding of both Windows and Mac OS.

I have experience with the following software:

Adobe Photoshop, Illustrator, Indesign	-	Expert
Unity3D & Javascript	-	Very Good
Adobe Flash, Dreamweaver	-	Very Good
Autodesk Maya	-	Very Good
UT3 editor, Unreal Development Kit	-	Very Good

**Languages:**

Dutch	-	Mother Tongue
English	-	Fluent
French	-	Beginner
German	-	Beginner

**Interests:**

Games(playing and designing), music(listening, concerts, festivals, playing, writing and recording), movies, art and animation.