

Kimberly van Peppen

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Breda, the Netherlands
Dutch nationality | +316-40644050

Applied narrative designer

EXPERIENCE

- Nov. 2015 - Ongoing Co-owner at Approved.Media
- Sep. 2016 - Ongoing **Management & Level design**, *Unannounced Project – Approved.Media*
· Managing a design team of 7 people
· Designing levels and implementing Environmental Storytelling
- Feb. 2015 – Apr. 2015 **Management**, *Res-QR – school project*
· Managing a team of 9 people and Documentation
- Sep. 2014 – Mar. 2015 **Narrative design**, *SunBorne – school project*
· Writing character bibles and dialogue scripts
- Feb. 2014 – Jun. 2014 **Lead design**, *Museum Mischief – school project*
· Management and Documentation

EDUCATION

- Sep. 2012 – Jul. 2017 *International Game Architecture & Design, NHTV Breda University of Applied Sciences*
Game Design & Production
· Specialisation: The Elder Scrolls V: Skyrim mod with unique quest, character and dungeon.
· Graduation: Narrative design and general design NDA project
- Sep. 2010 – Jul. 2012 *Pre-university Education, Candea College Duiven*
Economy and Society
· SLV (Sound Light Visual); Static lights on stage, personal microphone management, and filming and editing footage
- Sep. 2005 – Jul. 2010 *Higher General Secondary Education, Candea College Duiven*
Culture and Society & Economy and Society

SKILLS

Languages

- Dutch Native language
English Full professional proficiency
German Limited working proficiency

Software

- Microsoft Office Full professional proficiency
Trelby Professional proficiency
Sony Vegas Pro Professional proficiency
Unreal Engine 4 Professional proficiency
· Blueprint · Limited working proficiency
Unity 3D Professional proficiency
· C# · Limited working proficiency
Creation Kit Professional proficiency
· Papyrus · Limited working proficiency
Photoshop CS6 Limited working proficiency

INTERESTS/HOBBIES

Interests: Films, series, literature, narratology, games, psychology, manga & anime

Hobbies: Playing games, writing fiction, going to theme parks, swimming