

Curriculum Vitae

Personalia

Name Niek Tuerlings (Ing.)
Address Turandotdreef 19
ZIP code 3561 HB
City Utrecht, The Netherlands
Phone +31649866444
E-mail niek@niektuerlings.nl
Gender Male
Marital status Unmarried
Birth date 13-09-1986
Nationality Dutch
Driver's license B
Online Portfolio www.niektuerlings.nl
Business Website www.nicodemuswebdesign.nl
LinkedIn www.nl.linkedin.com/in/niektuerlings



Can work as

Game Designer, Game Developer, Level Designer & Overall Creative Thinker
Web developer (front-end and/or back-end), Web designer, Database Designer

Education

<i>Education name</i>	<i>Location</i>	<i>School name</i>	<i>Timespan</i>	<i>Result</i>
Game Design & Development	Hilversum	Utrecht School of the Arts	2008 / 2012	In progress
Higher Tertiary Education in Software Engineering	Den Bosch	Avans Hogeschool	2004 / 2008	Graduated
Higher Tertiary Teachers Education (Physics)	Tilburg	Fontys Hogeschool	2003 / 2004	1 st year
Higher Secondary Education	Drunen	'd Oultremontcollege	1998 / 2003	Graduated

ICT Knowledge

Languages

PHP4 & PHP5 +++++
UML software modeling +++++
(X)HTML +++++
CSS +++++
SQL +++
Javascript & AJAX +
Actionscript 2.0/3.0 +++++
C# (XNA Platform) +
Java +
RAD software-development +++
DSDM software- development +++

Tools & Programs

Microsoft Windows 98/2000/XP/Vista/7 +++++
Microsoft Word/Excel/Powerpoint +++++
Adobe Photoshop CS5 +++
Adobe Illustrator CS5 +
Adobe Flash CS5 +++++
Unity3D +++
Autodesk Maya 2009 ++
Autodesk 3dStudio Max 9 +
Zend Studio for Eclipse +++
Microsoft Visual Studio 2008 ++

Very good = +++++

Good = +++

Reasonable = ++

Average = +

Profile

The Early Years

My career began after I ended Higher Secondary School, after I chose to become a physics teacher in secondary education. I always liked to teach people things, and the idea to become a teacher had been slowly developing in my head for some time. This mindset changed quite fast when I participated in the first year of this education. The level of physics was too high and the education was organized very poorly. I decided to finish the first year and quit after that to start concentrating myself on the other thing that I always liked; Games

Multi disciplined

I made the decision to transform my greatest hobby (computer games) into my work. Back then; this industry was not growing as it is doing today. Because of that I decided to start an education that would guarantee a job when I would finish it, but also leaving my chances open to break into the game industry someday. The result of that decision was my study to become a Bachelor of Information and Communication Technology (ICT). I have enjoyed this education and finished it without any trouble. When this education almost was at its end, I reconsidered my goals. The game industry in Holland had been changing drastically in the last few years but, being 21 years old, I was not ready to start programming my way into it. I wanted to be involved in **creating and designing** games too, and not only in developing them.

Sealing the Deal

I wanted to educate myself in a creative way too, so I took the admission exam of the 'Game Design & Development'-education of the Utrecht School of the Arts. Only one in three people were accepted to follow this course, and I was one of them, based on my admission assignment (a portable board-game) and current CV. This was a chance I just had to take. I started this education in September 2008 and I am enjoying it ever since.

I love the creative process of designing games. My technical background has proven to be very advantageous. I have the ability to quickly prototype designed concepts in various tools and I also can adequately know whether things are easy to achieve in the development process of a game or not. After successfully finishing the first three bachelor years of this education and achieving all goals set in the prophedeutical phase, I am recently admitted to the final master's year of this intensive but fulfilling study.

In January 2009, I started my own web development company, using the knowledge I acquired in my first Bachelor study to finance my second. The online portfolio of my webdesign company shows all my works for very different paying clients.

On a personal level, people see me as an open, honest and creative person. I have good communicative skills and have the confidence and ability to lead small production teams if necessary. My work always is neat & ordered and I focus on working as efficient as possible. I have great writing and speaking skills in both Dutch and English. More than half of my work is produced and documented in English.

Languages	Understanding	Speaking	Writing
Dutch	Fluent	Fluent	Fluent
English	Fluent	Fluent	Fluent
French	Reasonable	Average	Average
German	Reasonable	Average	Average

Work Experience

[Nicodemus Webdesign \(2009 - present\)](#): Self Employed. This is my own company in which I design and develop websites for people in various branches of work. The goal of this company is to pay for my study in Game Design.

[MediaMonks Hilversum \(2010 to 2011\)](#): As the internship I was required to do for my second education in Game Design & Development, I worked at MediaMonks for 5 months. MediaMonks is the biggest creative digital production company in the Netherlands. I was hired as an Actionscript 3 Developer so I developed Flashgames and other applications for clients of MediaMonks. I participated in projects for Nickelodeon's House Anubis, IBM, Vara, Kelloggs, Pampers, Douwe Egberts and many more.

[QForma Berkel-Enschot \(2008\)](#): Graduation Internship software engineering. My graduation assignment was to develop a PHP web framework together with a co-student for a local web design company. This framework extended the Zend PHP Framework.

[Brabants Dagblad \(2006 to 2007\)](#): My position was to provide customer service by phone for this regional newspaper.

[Rialtsoft Eindhoven \(2006\)](#): Internship software engineering. My internship assignment was to develop a text output processing script in PHP to quickly read and overview the syntax of sheets of text warnings and generate an overview of it in HTML.

[Albert Heijn Supermarket \(2001 to 2006\)](#): I worked here since I was fifteen. In 2004 I became team leader for the weekend shifts, coordinating tasks for a group of approximately 10 part time colleagues.

Hobby's & Interests

Every kind of media

Music

Playing tennis

Playing guitar

Games

Reading

Psychology

Philosophy

Portfolio & and recent work

For my creative portfolio related to Game Design, Prototyping, Art and all other related projects, see:

<http://niektuerlings.nl/>

For my business portfolio related to Web Design & Development, see:

<http://nicodemuswebdesign.nl/>