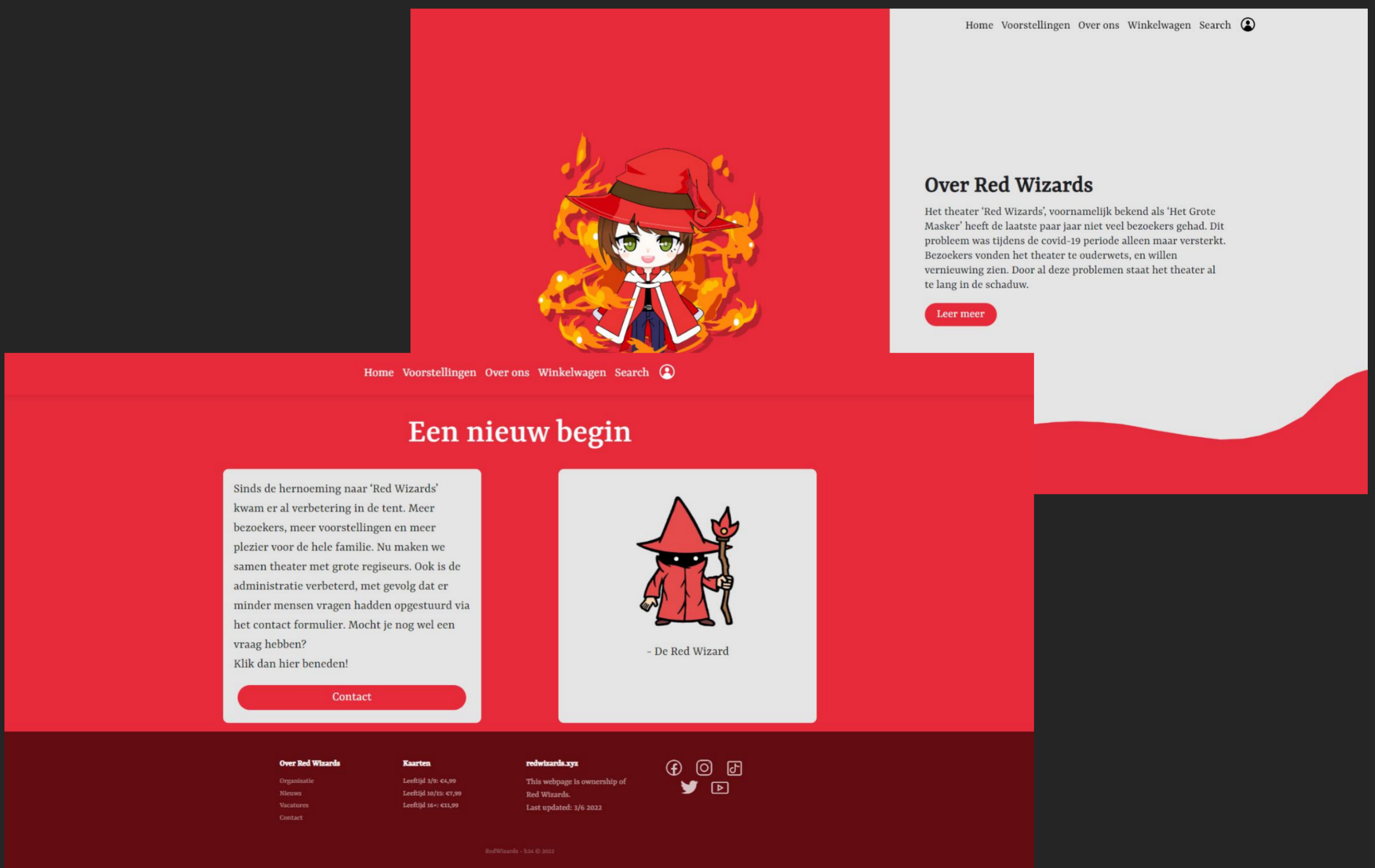




DESIGN

EARLY STAGES

Red Wizards was a project in Vwo 5, where we had to design and develop a website for a theater. It was my very first experience with webdesign but it allowed me to grow in the process.



I did quite some designing work in my free time at this stage. I was very invested in an online rhythm game called 'osu!', specifically the dutch tournament scene. I decided to volunteer by making designs for the tournaments, becoming more experienced in the process.

My designs at this stage consisted mostly of stolen assets, and copyrighted fonts. But this helped me explore the many possibilities with things like color-theory, clashing elements, readability, and much more.



In 2022, I got asked again for the osu! tournament scene, this time as a paid member of the team. I tried more different styles, things I was more uncomfortable with, and that allowed me to develop even further.

CURRENT STAGES OF DESIGN

I continued to make designs, this time completely custom. I always went back to my roots to see what did and what worked less. Going back and forth with the product owner on this allows for way more developed and personalized outcomes, and that is exactly what I try to achieve.



Provinciaal Nederbelgisch Kampioenschap 2023

```
OICT > GD-GILDE > C# GJ.CS
```

```
1 // OPEN
2 // ICT
3
4 GAME {
5   JAM();
6 };
7
8
```

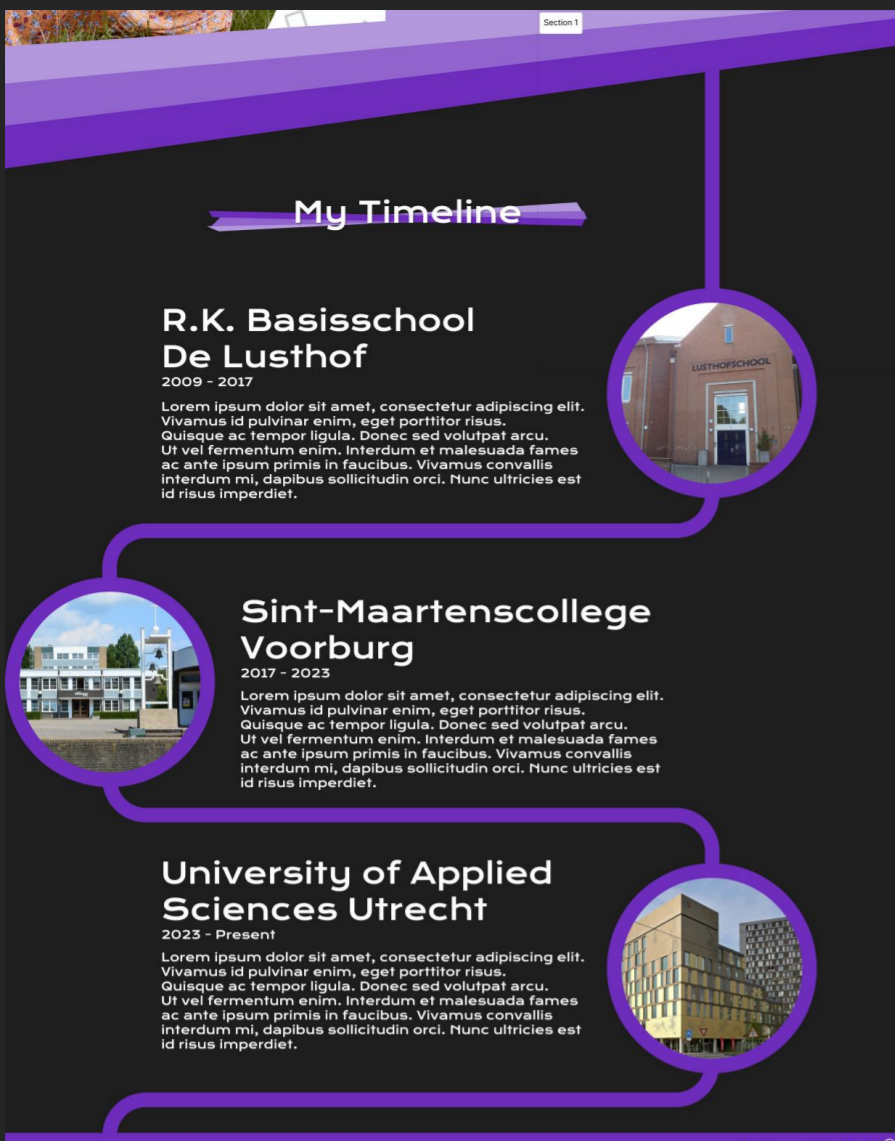
```
OICT > GD-GILDE > C# REVEA...
```

```
1 // THEME
2 // REVEAL
3
4 THEME {
5   SAMEN();
6   // ❤️ 🤝 🎮
7 };
8
```



Official banner and logo dutch osu! discord server

Open-ICT: Game-Jam (Theme 'Samen')



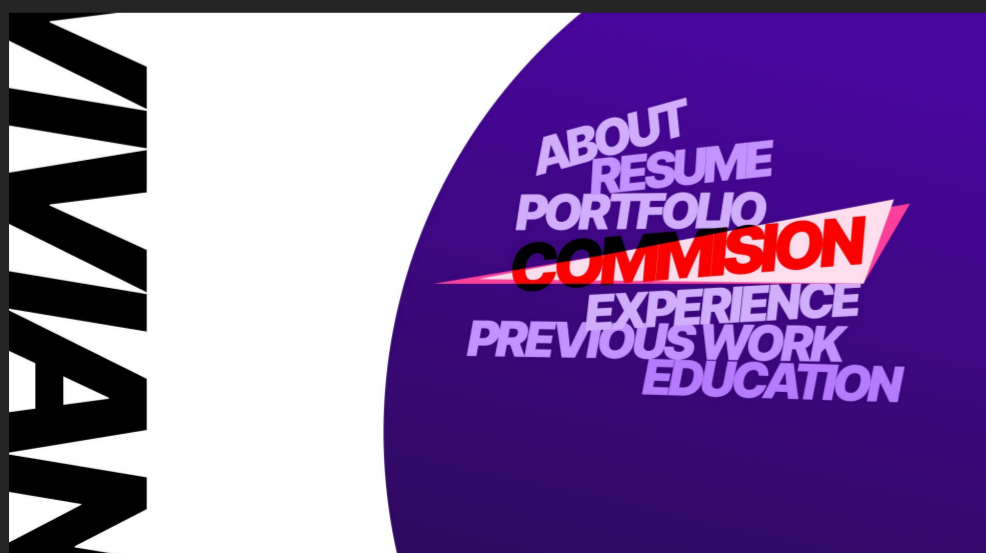
Personal Website (Year 1 college project)



Webdesign Arjan Dakbedekkingen (In development)
Logo's and colorpalette from given style-sheet



Speed Kitty livestream (twitch.tv) overlay



Personal project (mimicking style of Persona 3 Reload)

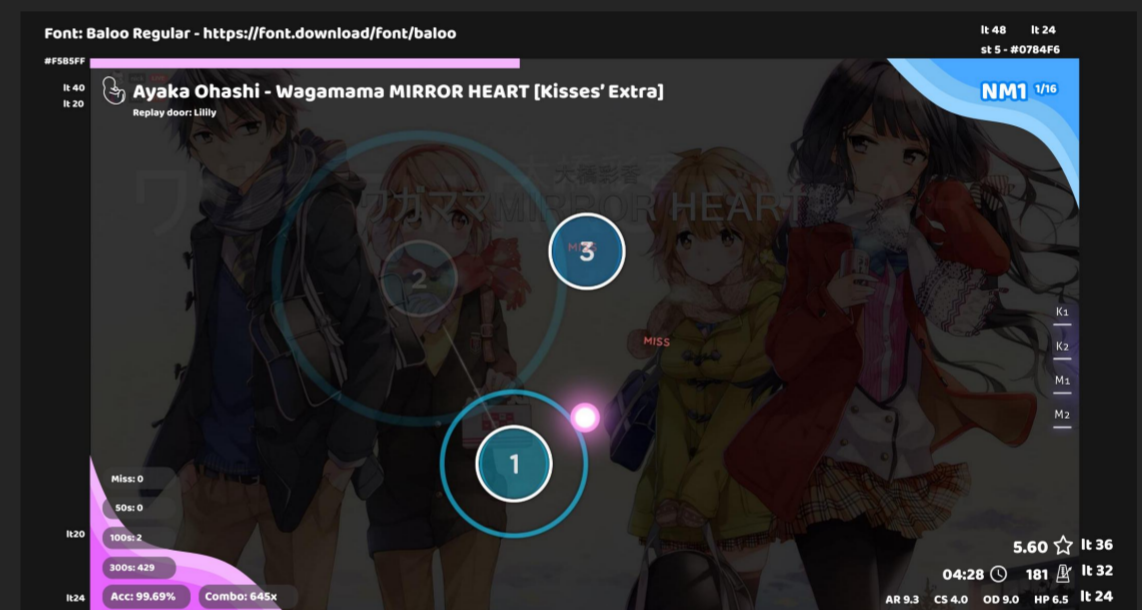


Logo

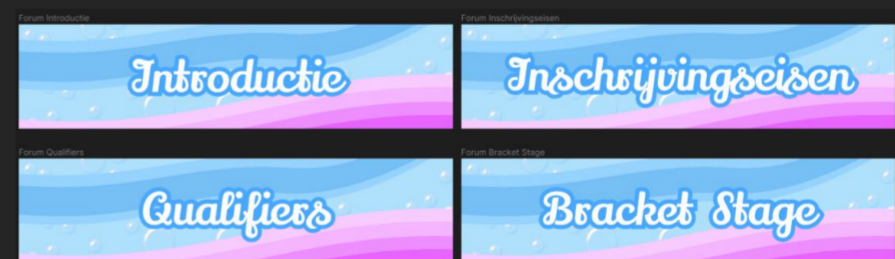
Nederlandse Baby Bracket 2024
Design + Stream assets



Dynamic updating roster



Gameplay overlay



Banners

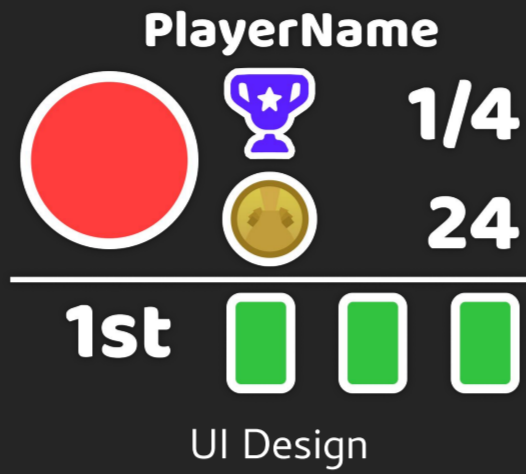


Loose Video Game Assets from various projects

Assets & Logo design for my school project 'Volcano Fest' which won 'Best Project Idea' in the project showcase from University of Applied Sciences Utrecht Open-ICT



Volcano Fest base Logo



UI Design



In game Character design



Volcano Fest horizontal Logo

ANIMATION

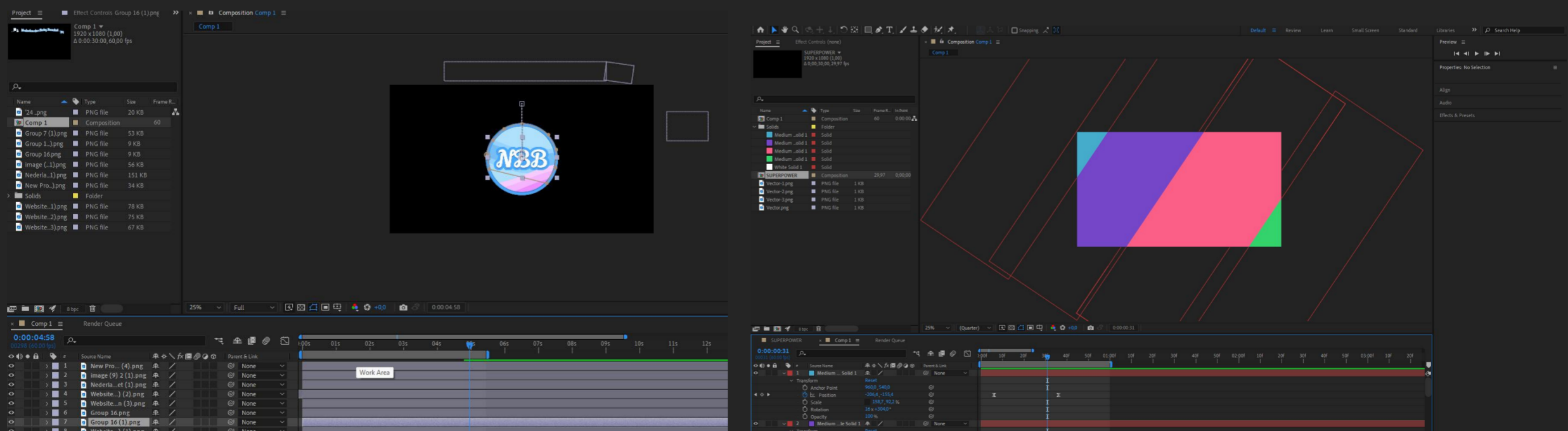
Next to design work with regular assets and logo's, I do also have experience with Adobe After Effects, which I can create animations and transitions with.

I usually create my designs with the tool Figma, and animate them with After Effects for a more personal look.



HEXAUTIC

Hexautic Logo (Development team that makes Volcano Fest)



After Effect WIP views

PROGRAMMING



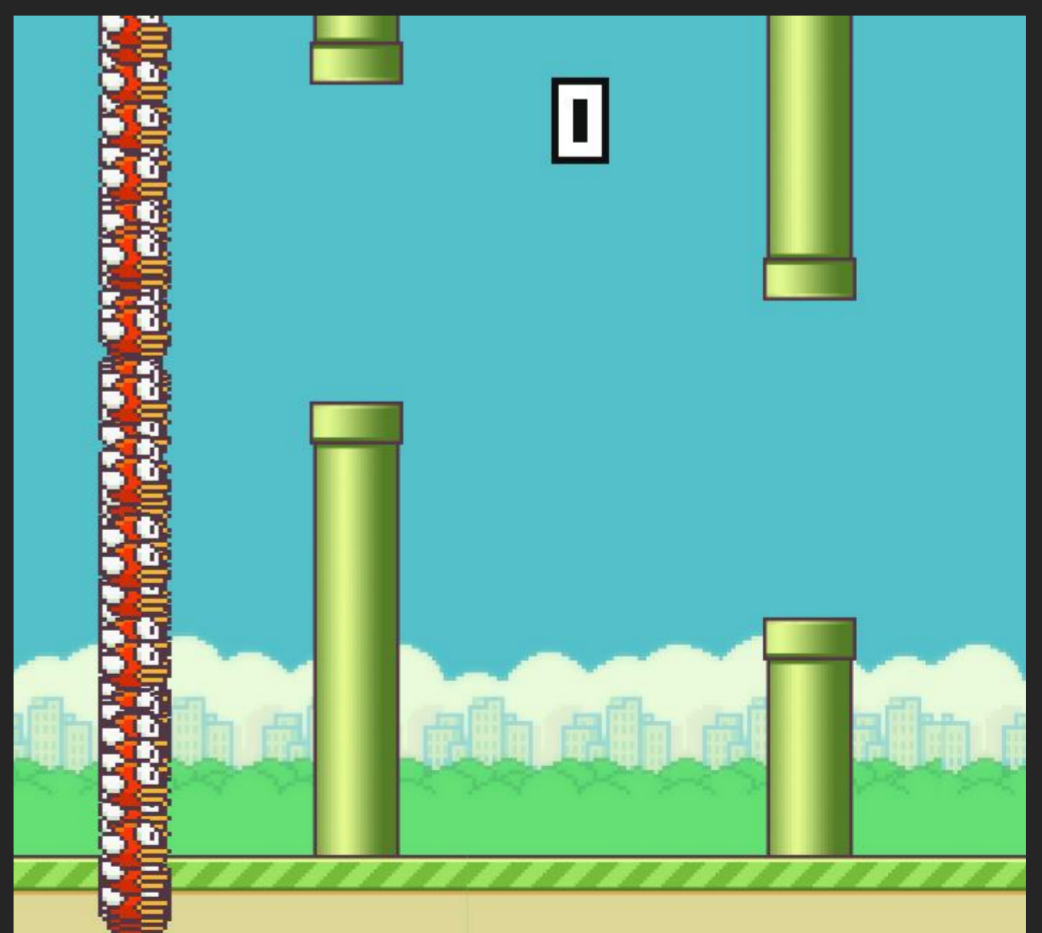
EARLY STAGES

I started my career with Python, where as final project I developed a simple but effective text-adventure. The code for this is still findable on my GitHub page:

<https://github.com/happy24/TheDungeonZone>

```
-----  
The Origin  
You are in a dark mossy room. There are four exits on each  
side, from north just came a sound before it turned quiet  
again. You put the handcuffs and dirty bag in your pocket.  
They might come in handy after all.  
  
You can go here: N / E / S / W  
  
-----  
What do you want to do? HP: 40 ♥ [h] = help  
> █
```

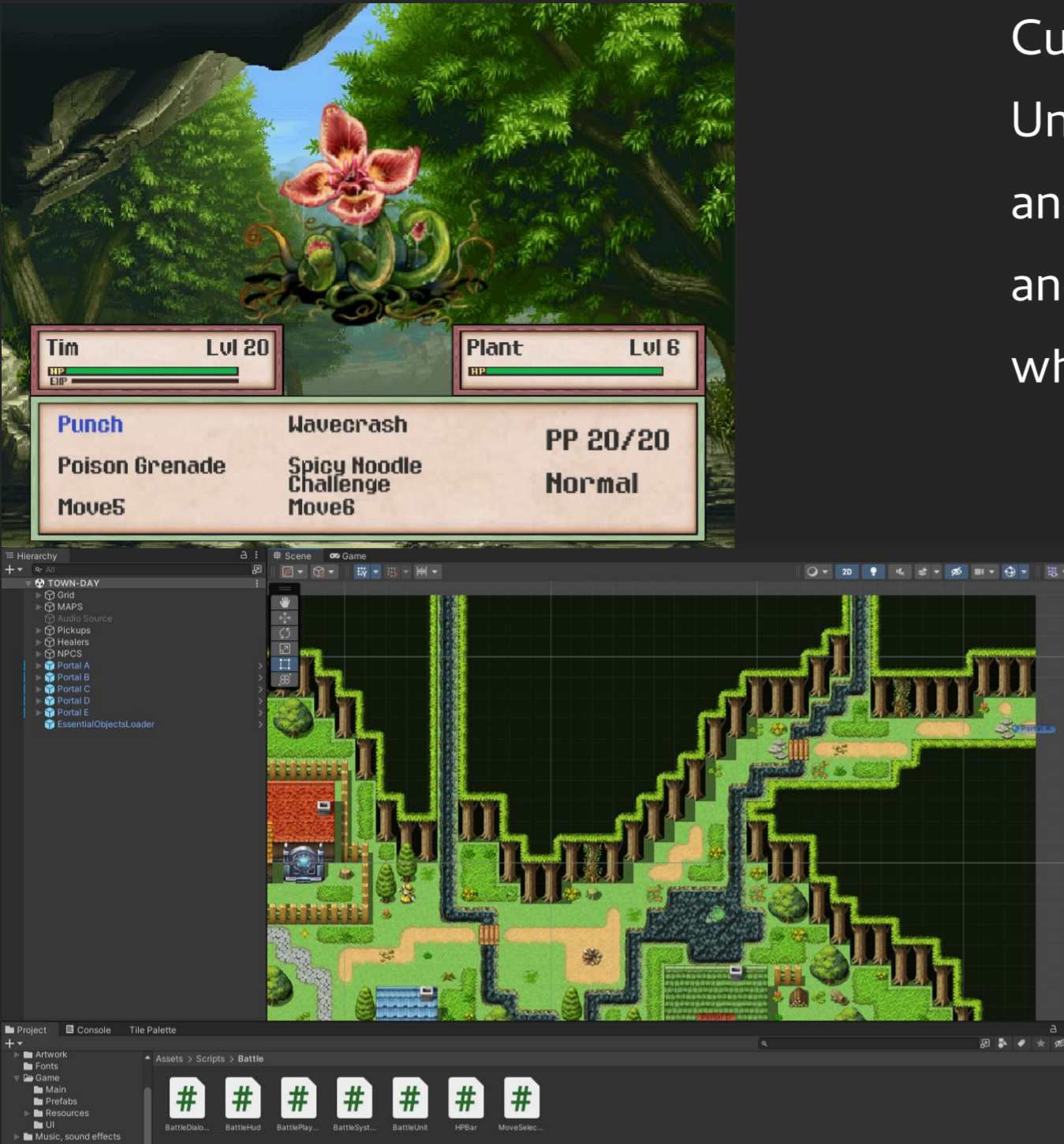
I continued to develop with C# and HTML & CSS making the Red Wizards site showcased earlier. After Red Wizards, we focused on AI development, and created a neural-network for the simple game 'Flappy Bird'. The goal was that around 750 birds flapped around randomly, got rewarded with getting points, and got punished when they died early on. Then a new generation would be born after all 500 birds died.



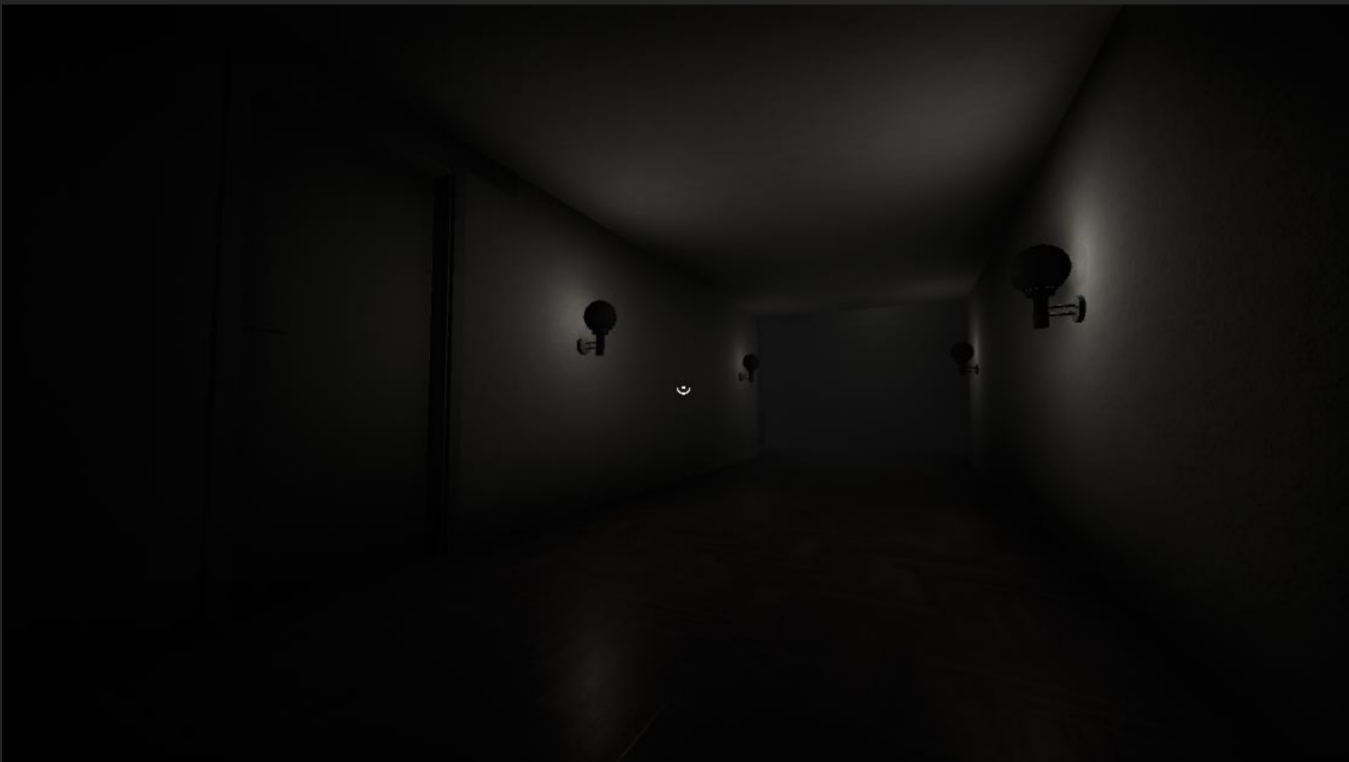
<https://github.com/happy24/flappybirdneuroevolution>

EXPERIENCE

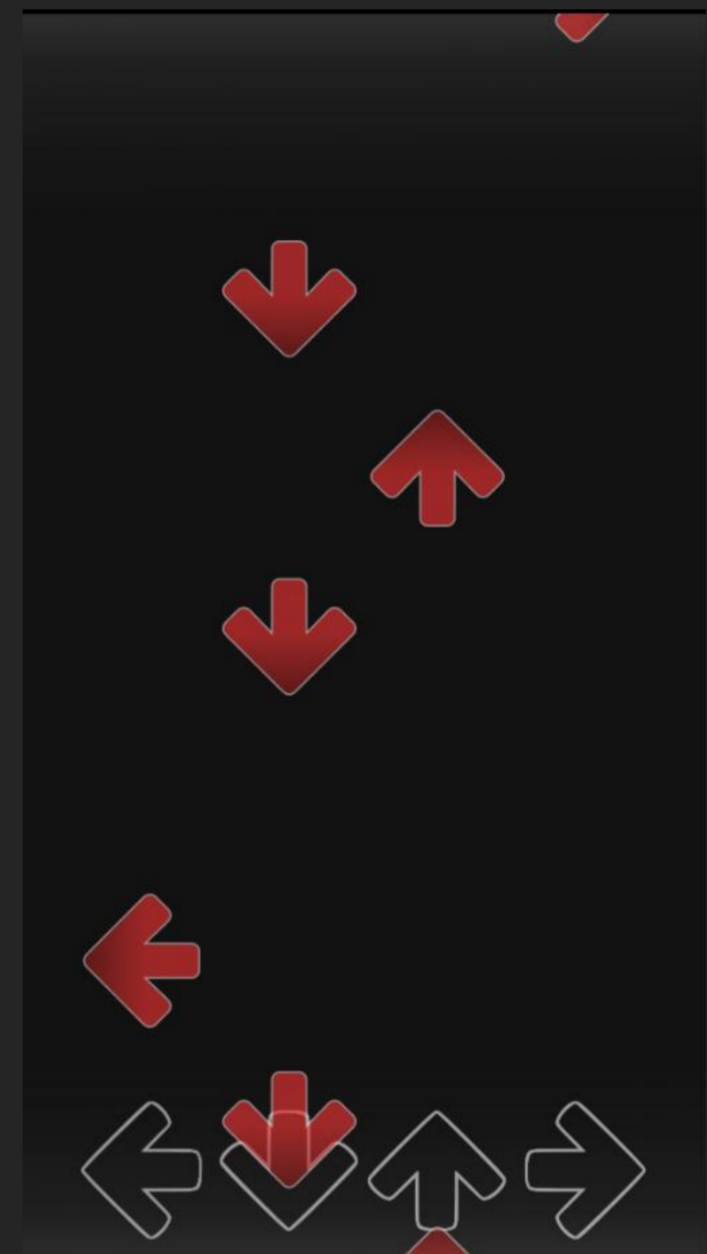
Currently I'm experienced with C#, C++ Unity, Azure DevOps, Python, Node.js and MySQL. I continue to make games and sites, where I creatively build whatever comes to mind.



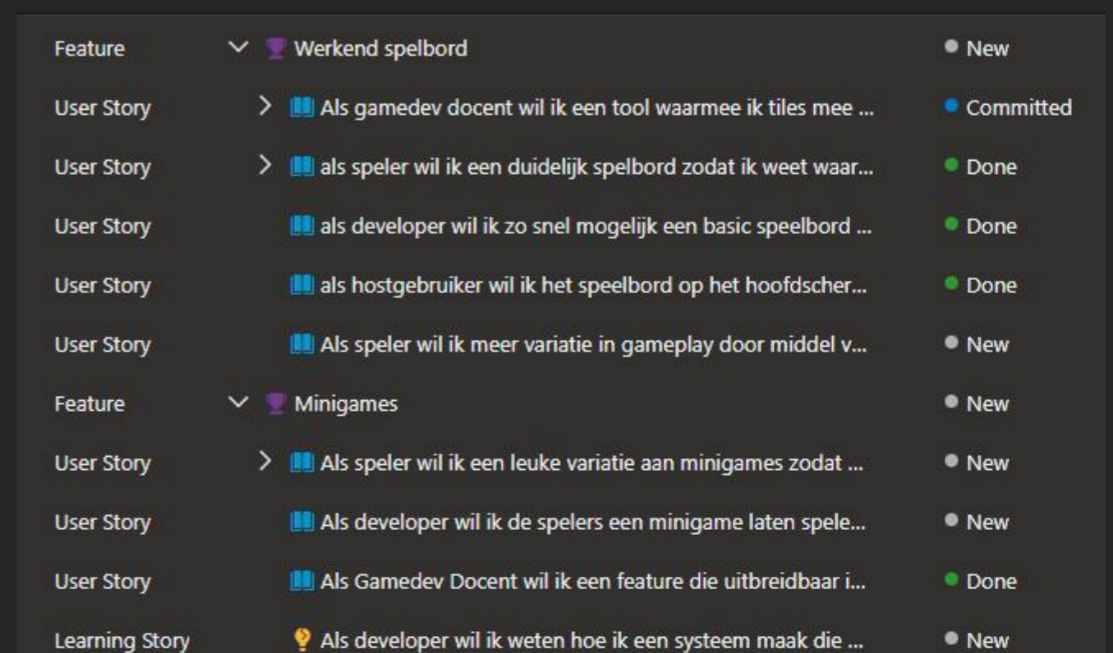
<https://github.com/happy24/InfEindproject-Unity>



<https://github.com/happy24/GJ-HorrorAttempt>
<https://happy24.itch.io/untitled-horror-fail>



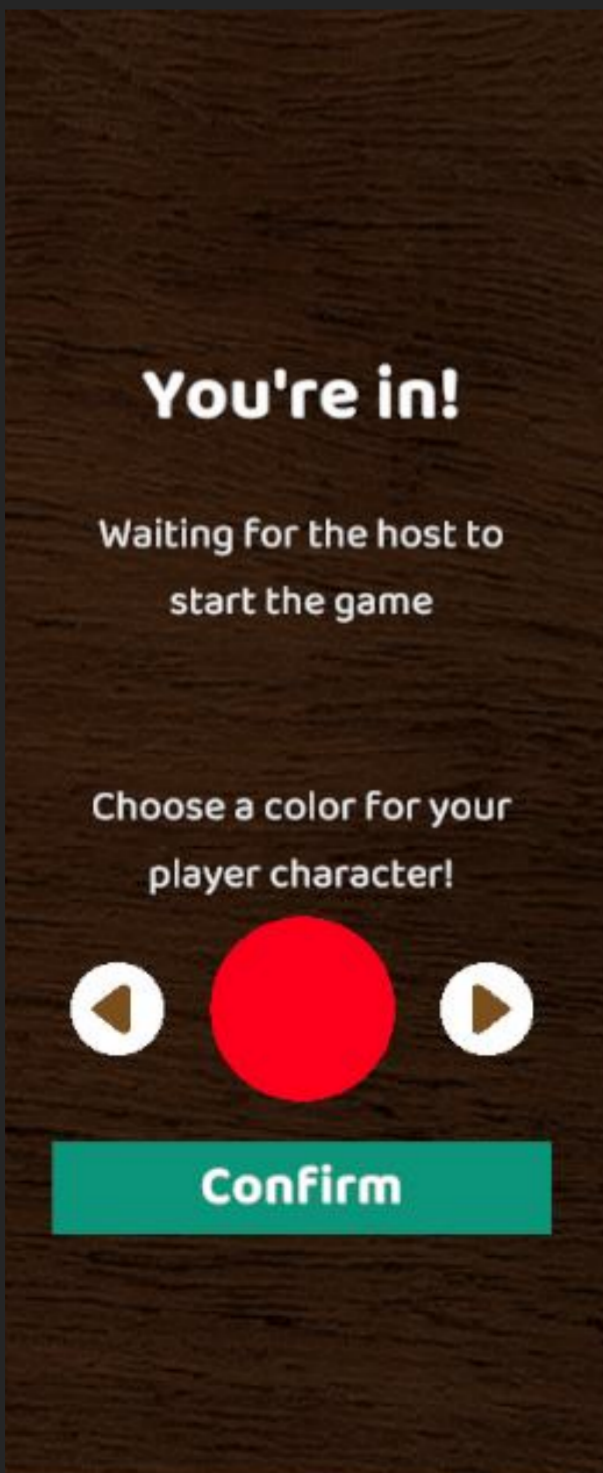
<https://github.com/happy24/4kWeb-DDRemake>



Azure Devops



A preview of the upcoming game Volcano Fest, which I am making with a small team of students at Utrecht University of Applied Sciences



You're in!

Waiting for the host to start the game

Choose a color for your player character!



Confirm

