

PERSONAL INFORMATION

Name: Inge Faber
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 LinkedIn Profile: www.linkedin.com/in/ingefaber
 Nationality: Dutch
 Gender: Female

(more information upon request)

WORK EXPERIENCE

1 Feb 2011 – now: **Daedalic Entertainment** *(Hamburg, Germany)*
 Position held: Project Manager (*internship*)
 Main activities and responsibilities:

- Creating and maintaining the planning
- Managing assets, risk assessment and resources
- Analyzing tasks and acquiring staff
- Organizing processes
- Implementing appropriate elements of Scrum/Kanban
- Keeping an eye out for interpersonal conflicts and resolving them
- Discuss problems and strategies with the Creative Director

Game titles worked on:

- **Currently unannounced title (PC)**

Working method:

A form of Scrum/Kanban

1 Feb 2011 – now: **Daedalic Entertainment** *(Hamburg, Germany)*
 Position held: Business Developer (*internship*)
 Main activities and responsibilities:

- Researching new markets & hardware
- Developing new business strategies
- Researching working methods, like Lean/Scrum/Kanban
- Analyzing company structure and demonstrating where improvements are needed
- Present and communicate about my plans and theories

6 Dec 2010 – 31 Jan '11: **Daedalic Entertainment** *(Hamburg, Germany)*
 Position held: Game Designer, Artist (*internship*)
 Main activities and responsibilities:

- Designing mini games
- Scripting & placing art assets in level areas
- Bug tracking and reporting
- Character design & character art assets

Game titles worked on:

- **Harveys Neue Augen (PC)**
- **Das Schwarze Auge – Satinavs Ketten (PC)**

Working method:

"Waterfall"

Sept 2009 – Jan 2010: **Interactive story “Ontrafeltafel”** (Hilversum, The Netherlands)
Client(s): **School of the Arts Utrecht,**
Airborne Museum Oosterbeek

A interactive story – or game – about the Battle for Arnhem on a multi-touch table aimed at children between 10 and 15 years.

Position held: Narrative Designer

Main activities and responsibilities:

- Concept & Game Design
- Character design
- Script writing, readable for team and actors
- Environment design/set dressing
- Research

19 Jan - 17 Jun 2009: **Paladin Studios** (Leiden, The Netherlands)
 Position held: Game Designer, Writer, Artist (*internship*)

Main activities and responsibilities:

- Character, Environment & World research and design
- Concept art
- Character modelling
- Texture design
- Writing scenarios and use cases
- Animation

Game titles worked on:

- **VouwVriendjes** (PC / online)
 Winner NLGD Game Development Rally 2009
 Nominated Dutch Game Awards: Special Award 2009
- **EnerCities** (PC / online)
 Winner Dutch Game Awards: Best Online Game 2010
 Finalist Best Unity Game 2009

Working method:

SCRUM (mixed with Kanban)

AWARDS AND HONOURS

2009: Winning team **NLGD Game Development Rally 2009** with “**VouwVriendjes**” (Paladin Studios, development team of 5)

Nominated for **Dutch Game Awards: Special Award 2009** with “**VouwVriendjes**” (Paladin Studios, development team of 5)

Finalist **Best Unity Game 2009** with “**EnerCities**” (Paladin Studios, development team of 7+)

EDUCATION AND TRAINING

Diplomas

2010: **Master of Arts in European Media (Game Design and Development)**
School of the Arts Utrecht

2010: **Bachelor of Art and Technology in Virtual Theatre and Games**
 With honours
School of the Arts Utrecht

2005: **HAVO, Profile 'Culture and Society' with biology** (Secondary School)
Sancta Maria Lyceum, Haarlem

Education

2009 – 2010: **European Master of Media Arts (Game Design and Development)**
School of the Arts Utrecht / Faculty Art Media Technology

2006 –2010: **Design for Virtual Theatre and Games**
School of the Arts Utrecht / Faculty Theatre

2005 – 2006: **Teachers education Religion/ View of Life**
Educatieve Hogeschool van Amsterdam (Educative School of Amsterdam)

1999 – 2005: **HAVO** ("Higher General Secondary School")
Sancta Maria Lyceum Haarlem (Secondary School)

PERSONAL SKILLS AND COMPETENCES

Computer Blind typing with ten fingers

Completely familiar with following operating systems:

- Microsoft Windows from 95 to Vista

Experience in using:

- | | |
|--------------------------|--|
| • Autodesk 3D Studio Max | • Tortoise SVN |
| • Adobe Photoshop | • SAP |
| • Adobe Premiere Pro | • Microsoft Office Word / Excel / PowerPoint |
| • Adobe After Effects | • Microsoft Dynamic Navision |
| • Adobe Flash | • Macromedia Director MX |
| • Mantis | |
| • PaintTool SAI V1 | |

Experience with following programming/scripting languages & engines:

- HTML / CSS
- Lingo
- Virtools
- MaxMSP (+Jitter)
- Visionaire

Language Fluent in speaking and writing of the **English** and **Dutch** language.
Good conversational and reading skills of the **German** language.
Basic knowledge of speaking and writing of the **French** and **Japanese** language.
Basic knowledge reading of the **Latin** and **Greek** language.

ADDITIONAL INFORMATION

Positive characteristics

Problem solver, analytic, creative, organized and organizing, self-reliant and responsible, team-worker, leadership qualities, decisive, critical, persistent, quick learner, studious, out-of-the-box thinking.

Personal interests

Lifting games to the next level, new ways of story telling with interactive media, new inspiring game genres, optimizing development processes, happy and motivated teams, experiencing new cultures, living and working abroad, travel, history, art, architecture, science, philosophy, technology, literature.