

# Curriculum Vitae Dennis Haak

## Personal Information

Name: Dennis Haak  
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Date of Birth: October 17th 1986  
Nationality: Dutch

## Profile

Passionate & motivated designer of (serious) games, analytic, flexible, eye for detail, team player.

## Education

2006 – present **Utrecht School of the Arts**  
*Game Design & Development (BA and EMMA)*  
Expected to graduate in September 2010.

1999 – 2005 **Kalsbeek College**  
*Grammar School*  
Profile: Economy & Society + ancient Greek, computer science.  
Diploma in 2005.

## Professional Experience

Sept. 2008 - Jan. 2009 **Intern Game Designer**  
*Ranj Serious Games*  
Tasks: research, game concept development, interaction design, level design and playtesting. Worked on *The Great Flu*, *The Slowessa Storyline*, *Holy Cow*.

## Skills

Experienced with: (Serious) game conceptualization, game design documentation, level design, physical prototyping, flowcharts, wireframes, user testing, working in a team.

Languages: Excellent in Dutch writing and speech.  
Reasonable in English writing and speech.

## Software

Experienced with: Word, Excel, Powerpoint, Visio, Flash / Actionscript 3, Photoshop, HTML.

## Additional Information

Interests: Playing games, reading articles & books on game design, listening to music and visiting concerts, watching movies & TV series, being up-to-date about what's going on in society and politics.