Eran Schekkerman

Narrative Designer
3D Artist

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in *Eran Schekkerman*

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Fresh graduate with a passion for all forms of narrative, whether that's written or shown.

Information

Birthday:
30/12/2003

Address:
Oude Ebbingestraat 78B,
9712 HM Groningen

Languages

Language	Level
Dutch	●●●●●
English	●●●●●
Frisian	●●○○○

Hobbies

- *Writing (oneshots, novels)*
- *Climbing*
- *Attending conferences*
- *Musicals*

Experience

Junior Narrative Designer | Coquito Games
Februari 2025 - Present
- Concepting, designing and implementing the narrative & social link system
- Designing and implementing UI and fitting assets
- Unity-Articy system implementation

Lead Narrative Designer & World builder | MP Studios

February 2023 - July 2023
- Writing 6 unique characters
- Scene & Dialogue Writing 16 separate scenes, including flashback artefacts
- Unity Level Design, and including game loops and narrative in the process

Education

Bachelor of Science
Creative Media & Game Technologies
Hanze University of Applied Sciences, Groningen
2021 - 2025

Design, Art & Technology Minor
Minerva Art Academy, Groningen
September 2023 - February 2024

Skills

Narrative Design, Game Design, 3D modeling, 2D Design, UI Design, UX testing, Rapid Prototyping, Concepting, SCRUM, C#, Implementation, HTML & CSS, Story Structure, Creative Writing, Branching Narrative

Blender, Unity, Unreal Engine, Substance Painter, GitHub, Twine, Arcweave, Twine, Articy, Microsoft Office, Creative Cloud