



Yannick Seyeux

Student Game Design

Date of birth: 26-05-1994 ♂
Almere, Netherlands

I'm currently a Game Design Student with a passion for creating new kinds of innovative games and concepts, for all kinds of interactive media. Besides those, I like producing animations and visual designs such as concept art & character designs.



Education

HBO Game Design 2015 - present
at University of the Arts Utrecht (HKU)

MBO Game Design 2011 - 2014
at ROC van Amsterdam

VMBO 2006 - 2011
at Apolloschool Amsterdam



Skills

Adobe Photoshop	Advanced
Adobe Illustrator	Advanced
Adobe Animate	Advanced
Adobe Indesign	Advanced
Adobe Premiere	Experienced
Autodesk Maya	Experienced
Unity	Experienced
Unreal Engine	Learning
HTML/CSS	Learning
Zbrush	Learning



Work Experience

Drone.esc Game 2017 - present
A game made in 5 months, in cooperation with game company 'Little Chicken'.

Freelance Graphic Design 2014 - present
Designed various graphic designs, such as logo's or backgrounds, for different clients.

Animation Concept Cooker 2013 - 2014
A course to make an original animation for the animation film festival in Belgium

Kenneth&Koh/Yumchatea 2013 - 2014
Produced graphic designs for usage in marketing & websites.

WitchWorld 2012 - 2013
Worked on concepts for a mobile game and physical interactive objects.



Languages

Dutch	Fluent
English	Fluent
German	Average
French	Learning



Contact

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