

Yannick Seyeux • Designer


It's my passion to create everlasting experiences that are memorable and enjoyable for anyone to play or use. I believe that any activity can be a learning experience and act as inspiration to learn and grow together.

 YannickSeyeux.com

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 in/yannick-seyeux

 Almere, The Netherlands

Education

Bachelor of Science 2015 - 2021
University of the Arts Utrecht (HKU)
Creative Media and Game Technologies - HBO

Senior Secondary Vocational Diploma 2011 - 2014
ROC van Amsterdam
Game art - MBO Niveau 4

Work Experience

PWXR / Pillow's Willow VR-Studios 2018
Produced gameplay loops, interactive levels, and animated sequences for multiple projects.

Kenneth&Koh / Yumchatea 2014 - 2015
Designed graphic designs and games concepts for use in marketing, websites, and products.

Freelance Graphic Design 2014 - 2022
Designed various graphic designs, such as logo's and backgrounds, for different clients.

Animation Concept Cooker 2013 - 2014
Conceptualized an original animation for the Animation Film Festival in Belgium.

Software proficiency

Game Engines & 3D Software

- ◇ Unreal Engine 4
- ◇ Unity
- ◇ GameMaker Studio 2
- ◇ Blender
- ◇ Autodesk Maya

Adobe Creative Cloud

- ◇ Photoshop
- ◇ Illustrator
- ◇ Animate
- ◇ Indesign
- ◇ Premiere
- ◇ After Effects

Other Software

- ◇ Word
- ◇ Excel
- ◇ Powerpoint
- ◇ Figma
- ◇ Fmod Studio
- ◇ Atlassian Jira
- ◇ Perforce
- ◇ TortoiseSVN
- ◇ Sourcetree

Expertise

Project Planning & Documentation

Effectively able to communicate design plans through visual and verbal presentations.

Design Structure & Level Creation

Able to structure cohesive game loops and worlds that are fun to explore and play through.

User Interface & Experience Design

Skilful in designing intuitive and visually pleasing interfaces and solutions that improve accessibility.

Visual Script Programming

Experienced usage for basic prototyping of mechanics, gameplay events, and cinematics.

Playtest Conducting & Iteration

Capable of compiling playtest information and develop improvements based on feedback.

Highlights

Game Developer Conference 2019

Traveled to America to attend the conference and expand my industry knowledge.

Gamescom 2019

Traveled to Germany to attend the conference and expand my industry knowledge.

Imagine Film Festival 2019

Showcase and presentation to promote 'The Seminary of Sight' game.

Living Lab Applied Game Jam 2017

Participated with a team of five to develop a game about the misuse of personal information.

Global Game Jam 2017

Participated with a team of six to develop a game based on the concept of 'waves'.

Hybrid Spaces Student Project

Awarded the '2nd Best Gamedesign' award for our God Trainee project.