

Charlotte Madelon

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Birth date: 14-10-1992 | Nationality: Dutch



### Education

- Awarded with a scholarship from the IGDA (International Game Developers Association) for the GDC (Game Developers Conference) in San Francisco, 2016
- Awarded with a scholarship from Soops for the GDC in San Francisco, 2016
- Graduated cum laude in Interactive Performance Design from the Utrecht School of Arts, 2011-2016
- Internship at Sparpweed as a game designer and developer, 01/2014-05/2014
- Internship at Tingly Games as a game designer and tester, 11/2013-12/2013
- Graduated from Gymnasium Beekvliet with the course culture & society, 2005-2011

### Work experience

- Release of Rosa's Garden on Ios and Android, 03/2019
- Working as an indie developer with funding from the municipality Utrecht, 4/2018-now
- Part-time job at computer sales department at MediaMarkt Hoog-Catharijne in Utrecht, 10/2017-03/2018
- Part-time jobs as a waitress at café and restaurant Broers in Utrecht, 05/2017-09/2017
- Start of my company in computer games with funding from the Creative Industries NL, 08/2016-04/2017
- Waitress and cook at restaurant Wit-loof in Cromvoirt, 2009-2011
- Cashier at supermarket Albert-Heijn in Vught, 2008

### Volunteering & Activities

- Organizer of multiple Women in Games Meetups, 2018-now
- Part of the Incubation Program at the Dutch Game Garden, 2017-2018
- Organizer and curator of a games exhibition at Cultural Sundays in Utrecht, 11/2018
- Part of the Boomhut Collective, 2017-now
- Giving younger students support lessons in 3dsMax and Unity3d at my university, 2015/2016
- Sound, light and flyer design for theater play 'Waar een wil is' by Jochem van Rijsingen, 2014
- Member of the promotion team for the Utrecht School of Arts, 2013
- Member of the admission committee for my bachelor, 2013
- Projection mapping and visual designer for theater play 'Waandacht' by Tamar Doedens, 2012

## Exhibitions

- Rosa's Garden
  - o Ludicious Festival in Zürich, 2019
  - o Yorkshire Festival, 2019
  - o Cultural Sundays in Utrecht, 2018
  - o Day of the Devs in San Francisco, 2018
  - o EGX Leftfield Collection, 2018
- Lily
  - o European Showcase during GDC in San Francisco, 2017
  - o Incubate Arcade in Tilburg, 2016
- Cover me
  - o New Gamegrounds Festival in Amsterdam, 2015
  - o Opening selection of Warp Door, 2014
  - o Indigo organized by Dutch Game Garden in Utrecht, 2013
- Justin & Dana
  - o Amsterdam Conservatorium Hotel for Rabarcello opening, 2013
  - o Nutrecht, 2012

## Talks

- Control Conference Design Proces of Lily, 2018
- Hypertalk at Amaze Berlin, 2018
- Indie Gameleon, 2014

## Languages

- Dutch: mother tongue
- English: excellent writing and verbal skills
- French: basic writing and verbal skills
- German: basic writing and verbal skills
- Latin: basic translation skills

## Skills

- Unity3D: very skilled in working inside Unity3D and with the software listed below.
- C#: skilled as a junior programmer.
- 3dsMax: very skilled in 3D modelling both high LOD or game prepared models, rigging, skinning, UV unwrapping and basic animation skills.
- Photoshop: texturing and concept art.
- ZBrush: 3D modelling, texture painting and creating Normal Maps.
- Adobe Premiere Pro: basic skills
- After Effects: basis skills
- InDesign: basic skills