

CURRICULUM VITAE

2017

Mischa van der Goes

STATEMENT

My passion for design and the creation of fresh, tasteful and warm content drives me to continuously create refreshing new work. I focus on graphic design, branding and game design and love working with people from different fields and backgrounds.

ABOUT

Mischa van der Goes
born 2 May 1994
nationality: Dutch

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EDUCATION

[Avans University of Applied Sciences - Bachelor in Communication, Multimedia, & Design](#)

September 2014 - June 2018

[Design Academy Eindhoven - Interdisciplinary institute for Art, Architecture, and Design](#)

September 2013 - January 2014 (Unfinished)

[American School of Yaoundé - American High School Diploma](#)

Graduated 2012

TOOLS

[Adobe Photoshop CC](#)
[Adobe Illustrator CC](#)
[Adobe Indesign CC](#)
[Adobe Bridge CC](#)
[Adobe After Effects CC](#)
[Adobe Premiere CC](#)

Wordpress
Sublime Text 3
Audacity
Spine (Esoteric Software)
[Cinema 4D](#)
Game Maker Studio 1 & 2
Unity 4.6
Arduino

SKILLS

Branding
Logo Design
Package Design
Print Production
Spread and Layout
Concepting & Strategy
UI Design

Game Design
Game programming
Front End Development
Pixel Art
2D Animation

LANGUAGES

English - Fluent
Dutch - Fluent
French - Basic

PLACES I'VE LIVED

The Netherlands
Thailand
Switzerland
Cameroon
The Philipines

EXPERIENCE

July 2016- present

Design Internship at Mattmo, Branding & Concepting (6 months)

- Packaging design
- Concepting for a spatial exposition (Dutch Design Week Eindhoven)
- Designing websites, magazines, posters, and more
- Mockup designs of existing products
- Editing Wordpress sites
- UI design and branding for a form/website system

Triple C Consulting

- Branding, creating business cards and an identity

Coded Universe (Personal project, Game)

- 2D animations
- Game design, UI design, recruiting

Lux Brawl (Personal project, Game)

- Programming, game design, art

2015-2016

Earth Overclocked (Game)

- Artwork, Programming, Marketing, Publishing

Wim Hof (Presentation at Avans)

- Hired by Avans for filming, editing and sound testing

Renforts & Actions (Consulting firm in Cameroon)

- Logo design

3D visualization of private residence (Family project in Thailand)

- 3D modeling and rendering, later used by architect.

Chronicle Bench (Development team in the USA)

- Website design and branding

Earlier projects

Pongsin Resort (Restaurant and Resort in Thailand)

- Logo

VOLUNTEER WORK

Graphic Designer at music venue: Poppodium De Meester (6 months, in 2012)

- Flyers and posters