

Curriculum Vitae

Bente Lee Gubbels

www.BenteLee.com



Personal information

Firstname:	Bente Lee
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Birthplace:	Roosendaal
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Education

2008-2014	HBO; NHTV IGAD International Game Architecture and Design. Breda Visual Artist (Bachelor of Engineering in Game Architecture and Design)
2004-2008	HBO; Dutch Film and Television Academy. Amsterdam Montage (Film Editing)
1998 - 2004	VWO; Urban institued of decorative art and craft. Antwerp 2000-2002: Theater 2002-2004: Audiovisual Arts

Work experience

Personal projects and self-studies

Mar 2015 – Present

Company: *Ordina - Ibo de Vries*

Jan 2015 – Feb 2015

Studying in a group to become a Java Programmer. Because my forehand experience with java was lacking, I did not make the cut and was let go at the end of my probation.

Re-integration company: *Fourstar - Rainier Nauten*

Jun 2013 – Mei 2014

Production work that included order picking and assembling shop floor displays. Besides my production work I also work as desk clerk: answering the phone and checking employees in and out of the system.

Game studio: *Vertigo Games BV - Richard Stitselaar*

Sep 2011 – Feb 2012

Adam's Venture 1 & 3

Narrative Designer, Responsible for Cutscenes (from script phase to end product) in the game and the trailer for Adam's Venture 3

Developed in Unreal Engine 3 (Matinee, Kismet, FaceFX, AnimTree, Cascade)

Used software: Autodesk Maya, Adobe Illustrator and Photoshop, Audacity

Foundation: *De uitvinders - Hugo Vrijdag*

2011 5 months

Sunny

A racing game for children, with a physical car, steering wheel and gas pedals.

Team lead, directing a 10 men team and contact person for the client. Developed in the Ogre engine

TV Studio: *Tv&Co - Anouk Lobbe*

2007

Various TV programs

Editing and visual effects.

Games & Interactive Media

“Narro”: *Interactive Dialogue System*

graduation Project (NHTV)

Interactive dialog system for use in games and media. Relative simple system to simulate a complex A.I. to interact with. Developed in Unreal Engine 3, Used UnrealScript & Kismet to code.

“Warren”: *Random Maze Game*

2-day Game Jam, may 2012

First person maze that changes every phase of the game, creating new routes every time.

Developed in Unreal Engine 3, Used Kismet to code.

“Sprout”: *Item Collection Game*

2-day Game Jam, may 2011

The player needs to find objects to collect in order to continue to the next phase.

Developed in Unreal Engine 3, Used Kismet to code.

A space simulation that encourages children to use math and physics to solve problems on a spaceship.

Developed in the Oger engine and Flash.

Interface Designer and Team Lead, responsible for the look of the flash interface, directed a team of 7 men and was the contact point for the client.

For more information: <http://www.bentelee.com/Games.html>

TV productions and Film academy productions

“Luca”

AVRO, 2008

Fiction film of 19min, Film editor and special effects mockup

“The Secret of Boccherini”

NPS, 2008

Documentary of 24min, Film editor and special effects

“Lost in Paradise”

Dutch Film and Television Academy, 2007

Fiction film, Film editor

“En Este Momento”

Dutch Film and Television Academy, 2007

Fiction film, Film editor

Skills

Code-, script- and mockup language

HTML, CSS, JavaScript, MEL Script, Unreal Script,

Spoken language

Dutch (native language), English (fluent)

Software packs and operating systems

Autodesk Maya, Unreal Development Kit,

Avid, Adobe Photoshop, Adobe Premiere, Adobe After Effects, Adobe Illustrator, Adobe Dreamweaver,

Encore DVD, Microsoft Office, Windows, iOS, MacOS, Linux.

Hobbies en Interests

Instinctive archery, beta testing of games, Table top Dungeons & Dragons,

Gadgets, Motion capture technology, Raspberry Pi