



EDUCATION

Game Design - Bachelor's Degree
Hanze University of Applied Sciences, Groningen - 2025

International Baccalaureate - DP
International School Hilversum, Netherlands - 2020

International Baccalaureate - MYP
International School of Tanganyika, Dar Es Salaam, Tanzania - 2016

LANGUAGES

English	●	●	●	●	●
Dutch	●	●	●	●	○
French	●	●	●	○	○
Swahili	●	●	●	○	○

CONTACT



LinkedIn
[/in/aidanferentinos](#)



GitHub
[github.com/afzee](#)



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Aidan Ferentinos

DESIGN TECHNOLOGIST

SKILLS

Concept design	●●●●	●●●●	User-research
Visual design	●●●●	○●●●	Paper prototyping
Implementation	●●●○	●●●●	Problem solving
Communication	●●●●	●●●●	Collaboration

EXPERIENCE

Game designer - Internship
Designed & developed an onboarding experience for Naya keyboard users
Client: *Naya (Groningen, NL)*

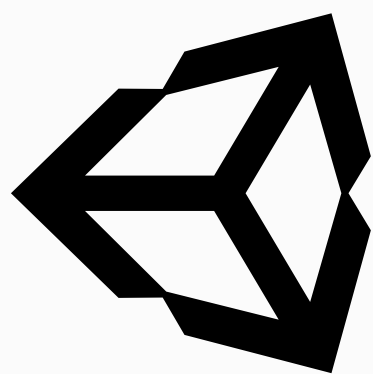
Software consultant - Graduation project
Designed & developed a typing trainer embedded in the client's existing software
Client: *Naya (Utrecht, NL)*

Serious game designer - "Belight" assessment tool
Designed & developed an assessment tool to help the client screen training candidates
Client: *JC Electronics (Leek, NL)*

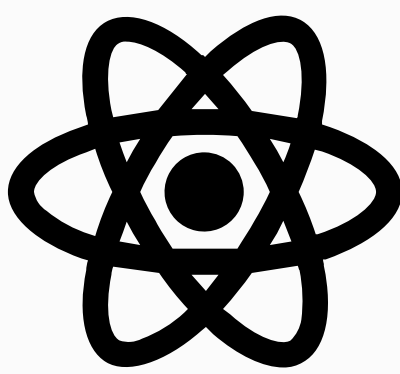
Game developer - Volunteer
Bug fixing & updating Minemark educational children's game
Client: *Minemark (Den Haag, NL)*

Portfolio: ferentinosaidan.wixsite.com/portfolio

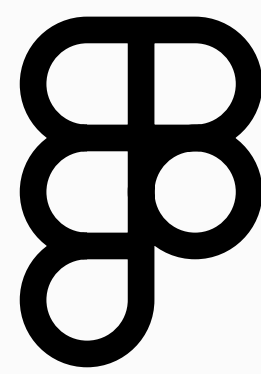
SOFTWARE



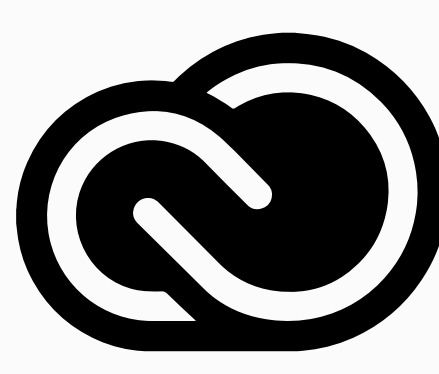
Unity (C#)



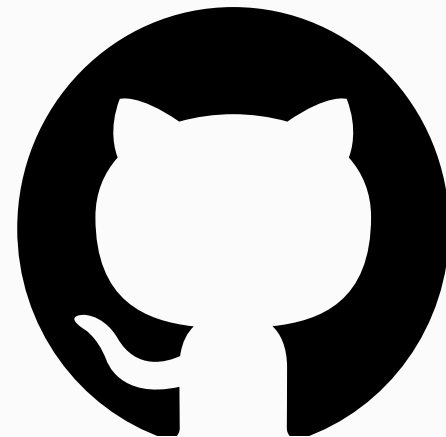
React (Tsx)



Figma



Adobe Suite



Github