

CURRICULUM VITAE

Ruan Lombaard

Graduate : The Open Window Institute
Bachelor of Film Arts degree



Specialisation

Game Design
Game Development
User Interface
C# Coding
Unity
3D Animation

Preferred work

UI / UX Development and Design
Game Design
Game Development

PERSONAL INFORMATION

Name : Ruan Hermanus Lombaard

Date of Birth : 29 / 05 / 2001

Identity Number : 0105295074089

Nationality : South Africa

Language : Afrikaans – Home language
English – Fluent speak, read and write
German – Elementary

Marital Status : Single

Health : Excellent

Driver's License : Code 08
Own transport

Home Address : 200 Sterkbos Avenue
Sharonlea, Randburg
Gauteng, South Africa
2158

Contact Details : Cell +27 (0) 82 906 2414
: E-mail ruanlombaard@live.co.za
: Website <http://www.craitift.com>
: Instagram <https://www.instagram.com/craitiftcreations>

EDUCATION

Qualification	:	Bachelor of Film Arts
Level	:	Degree
Institution	:	The Open Window Institute Centurion, Gauteng, South Africa www.openwindow.co.za
Completed	:	2022 - (Graduation July 2023)
1 st Year Majors	:	Game Design, Motion Design, 3D Animation
2 nd Year Majors	:	Game Design, Game Development, 3D Animation
3 rd Year Majors	:	Game Design, Game Development
Other subjects	:	C# in Unity, User Interface (UI), Visual Development for CGI, 3D Character Design, 3D Rendering, Digital Environment Rendering, 3D Visualisation, Information Visualisation, Stop Motion, Gameplay Systems, Game Architecture, Game Aesthetics, World Dynamics in Games, Film Theory, Experiential Learning, Game Asset Creation, Game UI, Professional Practice, Research Practice.
Qualification	:	National Senior Certificate
Level	:	High school matriculation graduation
Institution	:	High School Linden Linden, Gauteng, South Africa www.linden.co.za
Completed	:	2019
Subjects	:	Afrikaans Home Language, English Home Language, German Second Additional Language, Mathematics, Computer Applications Technology, Visual Arts, Life Orientation
Additional Diploma	:	Maya Fundamentals, Autodesk Maya - 2016 (presented by Learn 3D, an authorised Autodesk Training Centre)

WORK

Coded Cookie	:	March 2023 to present
Role	:	Co-owner
Nature of Work	:	Start-up game development studio

SKILLS

Digital Illustrations	:	Highly capable and talented at creating art digitally, ranging from photo editing to digital drawing.
Game Design	:	Proven ability to easily create good game concepts and execute them well in Unity and C# coding language.
C# Coding	:	Highly capable in coding and troubleshooting coding bugs in C# coding language.
Video Editing	:	Experienced at editing videos efficiently and effectively, specialising in splicing videos.
Physical Illustration	:	Talented at drawing freehand images from own imagination or reference material.
3D Modelling	:	Ability to model hard surface objects in 3D software such as Blender.
3D Animation	:	Ability to create animations from any given rigged model.

ABOUT ME

I am a 22-year-old Bachelor of Film Arts graduate, living and working in Johannesburg, South Africa. I graduated from The Open Window Institute, South Africa's premier private design and digital sciences higher education institution.

Three out of the five projects featured during the July 2023 Open Window graduation ceremony were my own.

After graduating from Open Window, I started Coded Cookie in partnership with a fellow Open Window graduate. Coded Cookie is a start-up game development studio, developing independent games for distribution via Steam and Itch.io. Coded Cookie's maiden project will launch soon. I am presently still full-time engaged in Coded Cookie.

I am passionate about user interface design and development, game design and

development, and animation. I have strong skills in all the aspects of game development, UI and C# coding in Unity. I'm seen by others in my university class as the go-to person for problem solving and bug fixes, and I have spent many hours troubleshooting particularly difficult programming problems with my lecturers.

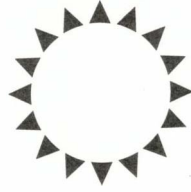
I spend most of my time working on personal game design projects, refining my skills and learning new ones. When I'm not anchored behind my PC, I enjoy spending time socialising with friends and family.

I'm a hardworking, intensely loyal and diligent individual with a friendly disposition. I enjoy working alone and can effectively manage myself towards achieving deadlines and delivering excellent quality work. But I also revel in the energy of working in a high-performance team, doing my part in delivering great quality work.

What I lack in real work experience now, I more than make up for in enthusiasm, creativity and skill. I am confident that I will be a valuable asset to your team.

Thank you for considering my application.

YOUR NOTES



THE OPEN WINDOW

Certifies that

Ruan Hermanus Lombaard

0105295074089

*Having successfully completed an accredited programme of study
to the requirements of the Higher Education Act
is awarded the degree of*

**BACHELOR OF
FILM ARTS**

with specialisation in

**GAME DESIGN
FOCUS SKILL: GAME DEVELOPMENT**

Conferred during the graduation ceremony in 2023



110055/22/086 - AA


ACADEMIC HEAD

Reprint


REGISTRAR

DATE: 08-06-2023
Student Number: 200248
ENQUIRES EMAIL: yolandi@openwindow.co.za**QUALIFICATION CONFIRMATION.**

This letter confirms that **Ruan Hermanus Lombaard, ID 010529-5074-089** was a full-time student at The Open Window.

The above Graduate obtained the following qualification during their studies:

Bachelor of Film Arts

HEQC: H/PR229/E002CAN

SAQA: 94670

NQF: Level 7

NLRD: CHED-199

Credits: 360

Please contact me should you require any further assistance.

Kind Regards,

Yolandi Gerber
Student Liaison

For: Registrar: Student Administration & Support

