

JEROEN WIMMERS

GAME DEVELOPER

KEY SKILLS

- Gameplay Programming
- in UE4 / C++, Javascript, Haxe and AS3
- Game Design
- Prototyping



KEY INFO

Ubbo Emmiushof 1
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Born 27th of August 1991

WORK EXPERIENCE

FREELANCE

2018 – Present

Milo and the Magpies

2020 – Present

For Rusty Lake - Released demo on Steam

Responsibilities:

- Backend programming (AS3) and support.
- Writing documentation for the designer to easily set up his scenes in code
- Porting an (as of yet) unannounced flash game to mobile platforms

I Am Dead

2018 – 2020

For Hollow Ponds - Released on Steam and Switch

Responsibilities:

- Gameplay programming in UE4 / C++ and design support
- Prototyping various mechanics
- Working closely with the lead programmer to ensure the desired quality.

OWNER ILLUSIVE GAMES

2015 – 2018

Prismo Coloring

2017 – 2018

Released on the Appstore, Playstore and browser

A drawing app designed for touch from the ground up. With a backend tool written in C++ to process and manage the many line art images.

Responsibilities:

- Design
- Programming (Javascript / C++)
- Directing hired artist
- Publishing on iOS and Android
- Advertising

Circles

2015 – 2017

Released on Steam

A minimal, abstract, intuitive puzzle game designed purely around mouse movement.

Responsibilities:

- Design
- Programming (AS3)
- Prototyping
- Showcasing at events around the world
- Balancing
- Playtesting
- Directing the sound designers
- Publishing on Steam
- Prototyping many mechanics

MEMBER OSTRICH BANDITOS

2013 – 2015

Westerado: Double Barreled

2014 – 2015

Released on Steam - Published by Adult Swim Game

Westerado

2013

Released on browser

Responsibilities

- Gameplay programming (AS3)
- AI design and programming
- Combat design and programming
- Prototyping
- Gun balancing
- Audio integration
- Bugfixing

EDUCATION

HKU, Hilversum

2010 – 2014

Game Design and Development

Da Vinci College, Purmerend

2004 – 2010

VWO – C&M

ACHIEVEMENTS FOR CIRCLES

