

JEROEN WIMMERS

TECHNICAL DESIGNER

KEY SKILLS

- Gameplay Programming
- in C# (Unity), C++ (UE4), JS, AS3 and GML
- Game Feel
- Prototyping



KEY INFO

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Born 27th of August 1991

WORK EXPERIENCE

WORK

2024 – mid 2024

Paladin Studios

2024 – mid 2024

Technical Designer

Responsibilities:

- Gameplay programming
- Prototyping
- Design

FREELANCE

2018 – 2024

Can't Wait to Learn

mid 2022 – 2023

For War Child - Released on Appstore and Playstore

Responsibilities:

- Programming (C# / in Unity) of the gameworld, it's progression and rewards.
- Making the game feel more responsive and fun: button feedback, tweens, particles, transitions, sounds...
- Design of minigames and UI screens and flow in Figma
- Working closely with the art-team to implement and adjust their art.

Milo and the Magpies

2020 – 2022

For Second Maze - Released on Appstore, Playstore and Steam

Responsibilities:

- All programming (AS3) except for the level logic. This includes things such as saving/loading at any moment, language support, panning/zooming functionality, UI and making it work across all platforms.
- Writing documentation and giving support to the designer so they could program the levels.

Mitoza

2020 – 2021

For Second Maze - Released on Appstore, Playstore and Steam

Responsibilities:

- All programming (AS3) except for the animation logic. This includes things such as saving/loading, achievements, UI, scaling for different devices and making it work across all platforms.

OWNER ILLUSIVE GAMES 2015 – present

Prismo Puzzles

2024 – mid 2024

Released on browser (Poki)

A puzzle game for kids. Reused the assets from Prismo Coloring for a new experience.

Responsibilities:

- Design
- Programming (Javascript)


Fall of Agatha

2019 – present

In development

A turn-based RPG game started by Jordi Boin for which I helped on from the beginning.

Responsibilities:

- Set up the architecture and programmed (GML) many of the core features.
- Taught Jordi to program in Gamemaker.
- Wrote a backend tool to manage and edit the json data: JSON Companion 

Circles (mobile)

2020 – 2022

Released on Appstore and Playstore

Responsibilities:

- Redesigning and programming large parts of the game to work with touch, includes changes for many interactions, levels and the tutorial.
- Playtesting a lot to find the right design solutions.

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
- Advertising

I AM DEAD

2018 – 2020

For Hollow Ponds - Released on Steam and Switch

Responsibilities:

- Gameplay programming (C++ / in UE4) and design support.
- Prototyping various mechanics and gameplay systems. Such as the behaviour of “ghost fragments“, how you catch them and interaction of the dog.
- Working closely with the lead programmer to ensure the desired quality.

Circles (pc)

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

