ROBIN BOSMA

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SUMMARY:

As a game designer and developer, it is my goal to make quality design accompanied with quality code. My language of choice is C#, using Unity and/or Visual Studio, and I have used this to transform dozens of designs into working prototypes and then into a rich gaming experience. However, I have dabbled in many programming languages, and am considered by my co-workers as a quick learner.

Apart from my undying love for games (whether it is digital, tabletop roleplaying, card- or board), both in creating and playing them, I offer several years of work experience in the gaming industry and IT as well. During this time, I have worked on hardware (computer, mobile devices, atm machines), software (third party and company code), communication (presentations, directing co-workers) and design as well.

SKILLS:

Design:
- Narrative Design
- Level Design
- Rapid Prototyping
- Serious Games
- Playtesting
- Brainstorming
- Scrum

Programming:
- C# (.Net / Unity)
- Object-Oriented
- Mobile Development
- SDK implementation
- Source Control (Git)
- Unit Testing
- o PHP, XML, MySQL
- o C++, Action Script
- o Prolog, Javascript

Programs:
- Unity3D
- Microsoft Visual
- Photoshop
- o Microsoft Office

Languages:
- English
- Dutch (native)

EXPERIENCE:

Work:
2016-Now: Senior Programmer at SRS (Almere)
Developed and maintained many major applications used daily by hundreds of firms, using third party SDK's, .Net, and hardware such as atm-machines, fingerprint readers and scanning devices. Referred to my colleagues as the can do all amongst programmers.
2015: Programmer and Designer at VascoGames (Emmen)
Using Unity3D (with C#) I created a little less than 20 games, including their top selling: City Bus Simulator 2015.
2013: Programming Internship at Stolen Couch Games (Utrecht)
Worked on the game Castaway Paradise, implementing a Stock Market and some AI, with the use of Unity 3D (C#)

Additional Tasks and events:
2001-Now: Story Telling and managing players as Game Master
2016, 2014, 2013: Global Game Jam
2014, 2012, 2010: Nanowrimo
2014: Teaching at USAT
2012: Summer Game Jam
2011-2012: Volunteer work at USAT

Education:
2014: Master of Arts (Utrecht School of Arts; USAT)
2010-2014: Bachelor of Arts and Technology (Utrecht School of Arts)
2009: Artificial Intelligence (University of Amsterdam)
2003-2009: VWO (OSG 'De Meergronden')

Hobbies and Interests:
Creating and playing games, d&d, writing, reading, exercise.