



# ROBIN BOSMA

---

Postal Code: 1353 PG  
City: Almere  
Street: Hoekwierde  
Born at: 26-02-1991  
Telephone (mobile) 06-52860026  
E-mail: [robin.bosma@hotmail.com](mailto:robin.bosma@hotmail.com)  
Portfolio: <http://robinbosma-portfolio.com>

---

## 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 to be 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 which I have worked with various amounts of hardware (not just desktop, iOS and Android, but also scanning devices and even atm machines), and plenty of third party software.

---

## 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
- Unit Testing
- PHP, XML, MySQL
- C++, Action Script
- Prolog, Javascript

### Programs:

- Unity3D
- Microsoft Visual
- Photoshop
- Microsoft Office

### Languages:

- English
- Dutch (native)

---

## EXPERIENCE:

### Work:

#### **2016-2018: Medior Programmer at SRS** (Almere)

Head of C# department. Developed and maintained six application used daily by hundreds of firms, using third party SDK's, .Net, and hardware such as atm-machines and scanning devices. Also did minor PHP coding.

#### **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:

**2001-2018:** 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.