



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 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 (Git)
- Unit Testing
- PHP, XML, MySQL
- C++, Action Script
- Prolog, Javascript

Programs:

- Unity3D
- Microsoft Visual
- Photoshop
- Microsoft Office

Languages:

- English
- Dutch (native)

EXPERIENCE:

Work:

2016-2020: 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.