

Contact

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Top Skills

Unity

Unity3D

C#

Richard Janssen

Aspiring Game Developer

Venlo Area, Netherlands

Summary

I'm a recently graduated game developer student from Fontys in Eindhoven with a specialty in Game Design & Technology and Software Engineering.

Experience

Wind Tales B.V.

Tech Intern

February 2019 – June 2019 (5 months)

Hegelsom, Netherlands

Helping with the design choices of projects. Programming new features, adjusting old features and fixing bugs.

StudentAanHuis B.V.

Student

December 2019 – October 2020 (11 months)

Baarlo, Netherlands

Helping customers with IT related problems at home.

Triangle Studios

Programming Intern

February 2021 – July 2021 (5 months)

Leeuwarden, Netherlands (Remote)

Porting over a UI framework made by Triangle Studios over to Unity's new UI framework.

Education

Fontys Hogeschool Eindhoven

Bachelor's Degree, Game Design & Technology · (2015 - 2021)

Accomplishments

Wind Tales

Feb 2019 – Jul 2019

Project description

During the internship in the 3rd year of my study I interned at Wind Tales B.V. and worked on two projects: Wind Tales and Revalair. Wind Tales and Revalair are both applied games for lung patients. Wind Tales is for children with Cystic Fibrosis and Revalair is for older adults with COPD. Both games are played with a controller and with a spirometer that is controlled by the player's breath.

Jingle Jangle: Toy Workshop

Dec 2019 – Dec 2019

Project description

Jingle Jangle Toy Workshop was a game that I made during the Yogscast Game Jam 2019 with a group of 6. It's a local 4 player party game that was made in 2 days. We've won the game jam with this game. During this jam I focused on working on the backend and implementation of everything in the final product with one other programmer. The design was done by the whole group together.

Santa Sleigher

Dec 2020 – Dec 2020

Santa Sleigher was a game I made in a team of 4 for the Yogscast Game Jam of 2020. For this jam I worked together with 1 programmer that I knew and 1 artist and 1 musician that I did not know. The theme of the jam was: "Surprise". Santa Sleigher is a singleplayer top-down shooter where you have to stop the evil santa from wrecking the local mall and ruining Christmas. It's a surprise what kind of weapon you'll pick up and santa being evil should also be a surprise. The game was made in Unity.