

## Contact

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<https://www.linkedin.com/in/richardjanssen98/> (LinkedIn)

[richard-janssen.com](http://richard-janssen.com) (Portfolio)

[gamejolt.com/@RichardJanssen](https://gamejolt.com/@RichardJanssen) (Other)

## Top Skills

Unity

Unity3D

C#

Lua

Project Management

# Richard Janssen

Senior Game Developer at Goal043

Roermond, Limburg, Netherlands

## Summary

My passion is to bring people together through games.

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## Experience

Goal043 | Serious Games

3 years 4 months

Senior Software Developer

November 2023 – Present (1 year 6 months)

Junior Software Developer

January 2022 – November 2023 (1 year 11 months)

Wind Tales B.V.

Tech Intern

February 2019 – June 2019 (5 months)

Hegelsom, Netherlands

StudentAanHuis B.V.

Student

December 2019 – October 2020 (11 months)

Baarlo, Netherlands

Triangle Studios

Programming Intern

February 2021 – July 2021 (5 months)

Leeuwarden, Netherlands (Remote)

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## Education

Fontys Hogeschool Eindhoven

Bachelor's Degree, Game Design & Technology/Computer Software Engineering · (2015 - 2021)

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# Accomplishments

## Populous Reincarnated – Modding & Volunteering

Jul 2022 - Present

### Project description

Populous: Reincarnated is the online community for the old “Populous: The Beginning” game. This was one of the first games I’ve ever played and these days I volunteer as staff in the community and work on mods with LUA.

The things I've worked on are: creating new maps for people to play on, together with a team I set up a complete rebalance for the game in Multiplayer and an improved AI.

## 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.

## 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.