Richard Janssen

Personal info

Name
Richard Janssen
Address + City
Sint Camillusstraat 10 Roermond
Birthday
23 juli 1998
Mobile number
+31620473949
E-mail
richardjanssen98@pm.me
LinkedIn
/in/richardjanssen98
Portfolio
https://richard-janssen.com/
Nationality
Dutch

Skills

= very experienced (minimal 4 years)
= experienced (minimal 2 years)
= basic knowledge (worked with it, but limited experience and knowledge)

Unity	# # #
C#	# # #
Windows	# # #
Git	# # #
JSON	# # #
Lua	# # #
Agile/Scrum	# # #
VR	# #
.NET	# #
REST	# #
Firebase	# #
Typescript	# #
Mobile (iOS & Android)	# #
MySQL	# #
Jira	#
Oracle	#
Java	#

Profile

My passion is to bring people together through games with my hobbies or work. The last few years I've interned and worked in different branches of the game industry, here I quickly learned a large variety of technical and personal skills. I am a big team player and hope to broaden my horizon inside the game industry.

Experience

2025 | CP Gaming Ltd. – iGaming Frontend developer fulltime
- Implementing frontend designs
- Cooperating with external colleaguese from backend
- Implementing Spine animations, audio and art from colleagues

Worked with: Typescript, Spine, Scrum

2022 – 2025 | Goal043 – Game developer fulltime
- Design and implement gameplay and backend, implement frontend designs and maintain existing projects
- Test software and hardware
- Making sure that deadlines were met and that the wishes of the client were achieved
- Leading and guiding juniors and interns
- Supporting in the design phase of projects
- Maintaining the Firebase database and connecting it via REST

Worked with: Unity, C#, Scrum, Typescript, Firebase, REST, Windows, iOS, Android, Meta
Left because: Contract was taken over by CP Gaming Ltd.

2021 | Triangle Studios – Game programming intern fulltime
- Working fully remote during COVID-19, researching a new UI technology and rebuilding the current in-house UI method into the new technology
- Sharing test results with colleagues and Unity developers of the new UI technology

Worked with: Unity, C#, UI Toolkit, Scrum

Education

2015 – 2021 | HBO Game Development & Software Engineering
Fontys Hogescholen Eindhoven (achieved bachelor)

Languages

Dutch: excellent in speech and writing

English: excellent in speech and writing

Hobbies

Playing video games and board games
Warhammer
Reading books
Swimming
HEMA
Modding games

Accomplishments

Populous Reincarnated – Modding & Volunteering

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

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

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.