ARTHUR VAN DEN BARSELAAR

Game developer

PROFILE

Arthur is a software engineer with the emphasis on game development currently based in the Netherlands who enjoys building a variety of software. Arthur developed various series of application types such as Unity games, web games, VR games and console tools. Although he enjoys particular programming languages, he is open and willing to expand his knowledge of all things about programming.

CONTACT

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TOOLS

JetBrains Rider
Blender

SOFTSKILLS

International Team player
Team leader
Open

HOBBIES

Korfbal
Dash League

EDUCATION

Grafisch Lyceum Utrecht
2020 to Date
MBO Game developer third year

Anna van Rijn Nieuwegein
2016 – 2020
TL-Mavo *cum laude*

WORK EXPERIENCE

Triangle Factory Belgium – Internship
February 2022 – June 2022 (full time)
As developer worked on a Quest 2 VR first person shooter in Unity with a team of 20 people. This game will come out later this year.

Emcperformance – Freelance Web developer
July 2021 – September 2021 (40 hours) part time
Created a Wheel of fortune website written in Typescript and sass using vitejs, git and vscode.

Media Verspreiders – Newspaper delivery
May 2020 – September 2021
Delivery the regional newspaper 1.5 hours once a week.

Het Vreeswijks museum – maatschappelijke stage
January 2018 – May 2018 (30 hours) part time
System administration and computer maintenance. Created a slide show using Autohotkey.

SKILLS

Skill	Level
Unity	90%
C#	90%
TS	75%
SD	60%
VR	50%