Jasper Drescher

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Summary

Gameplay Programmer with a passion for games and open-source projects. Involved in the development of gameplay, tools and engines for multiple games and platforms. Experience with project management and pipelines. Contributor to open-source projects and attendee of game events.

Skills

Programming languages: C++, C#, Java, JavaScript, PHP, SQL, CMake
Software applications: Visual Studio, Unity, Unreal Engine, 3DS Max, Blender

Experience

Junior Gameplay Programmer   Malmö, Sweden
Massive Entertainment   *September 2019 – present*

Junior Software Developer   Arnhem, The Netherlands
CortexArts   *September 2014 – August 2019*

- Develop tools using Unity Editor, Java and C#
- Develop physics-based gameplay mechanics using Unity Engine and C#
- Develop dynamic websites using PHP, SQL, HTML, CSS and JavaScript
- Participate in Dutch Game Garden Incubation workshops
- Created 3D art assets using 3DS Max, Blender and Adobe Photoshop

Waiter   Vlissingen, The Netherlands
DOK 14   *July 2018 – September 2018*

Retail Clerk   Arnhem, The Netherlands
Jumbo Supermarkten   *December 2014 – March 2015*

Education

Bachelor of Science in Creative Media and Game Technologies   Breda, The Netherlands
Breda University of Applied Sciences   *September 2016 – July 2020* GPA 3.29/4.0

Awards

Best Programming Year 2
IGAD Game Awards, Breda University of Applied Sciences
June 2018

• Winner Best Programming for Drivinity.