JIBBE WIEMAN

CONTENT CREATOR & GAME PROGRAMMER

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SOFT SKILLS

- Adaptability
- Communication
- Creativity
- Hard-working
- Proactive
- Teamwork

HARD SKILLS

- Adobe Creative Cloud
- Microsoft Office 365
- Blender 3D
- Unity 3D
- C#
- Googling
- SCRUM
- Git

HOBBIES

- Content Creation
- Drawing
- Fitness
- Game Design
- Graphic Design
- Programming

LANGUAGES

- Dutch: Native
- English: Professional

WORK EXPERIENCE

Epic Youth
Streamer & Youth Worker   **2023 – Present**

- Communication.
- On-Camera Presence.
- Social Skills.
- Software such as OBS.

Spectrum Medisch Centrum
Front Desk Clerk   **2020 – Present**

- Customer Service.
- Communication.
- Social Skills.

EDUCATION

Bachelor of Creative Media & Game Technologies
Hanze University of Applied Sciences, Groningen
2023 - 2027

- AI
- Game Design
- Game Programming

EXTRA CURRICULAR

Content Creation
A creative sandbox where I explore game development, programming, and design. I use this platform to showcase personal projects, and relevant work from my Bachelor's programme, refining my skills in structured coding, optimisation, and storytelling.
August 2024 - Present

Hanze Honours Programme (SCMI)
Hanze University of Applied Sciences, Groningen
In addition to my Bachelor's studies, I take on extra challenges by participating in classes and workshops through the Hanze Honours Programme, where I also focus on developing my personal learning goals.
2024 - 2027

PROJECTS

Skill Tree & Leveling System   Sep 2024 - Nov 2024

Solo University Project | Unity, C#, 3D
Prototype focusing on building a reusable, modular levelling and skill tree system within the existing codebase of Unity's Micro FPS sample.

- Designed and implemented an expandable skill and levelling system
- Applied game programming patterns (e.g. Command, Observer) for maintainability and scalability.
- Created UML diagrams to plan and visualise system architecture.
- Reduced tight coupling by limiting direct script dependencies.

Skills: System architecture, UML diagrams, game design patterns, modular coding.

Project Parasite (On Hold)   Aug 2024 – Jan 2025

Solo Personal Project | Unity, C#, 3D
Puzzle game where players control a parasitic entity possessing hosts to escape a high-security lab.

- Built a modular Actor System with shared base classes and a Facade pattern for possession and ability inheritance.
- Developed core systems: (e.g. Enemy AI, Weapons, destructible objects (with custom editor tools)).
- Implemented a flexible Ability System and integrated custom Cinemachine camera switching.
- Used additive scene loading for persistent characters and performance-optimised level streaming.

Skills: C#, Unity, Editor Scripting, AI, OOP, Cinemachine, Additive Scene Loading, Inspector Tooling, Debugging, Gameplay Systems

The News   Sep 2024 – Nov 2025

University Project (Team of 4) | Unity, C#, 3D | Programmer Lead
VR strategy game where players influence society via curated news and ads.

- Programmed core gameplay systems: news statistics (including UI integration), news spawning, political influence, and trends.
- Integrated UI elements to visualise player impact and progression.
- Developed the full tutorial system, including progress saving via PlayerPrefs.
- Designed and scripted interactive elements in the VR environment.

Skills: C#, VR development, gameplay systems, PlayerPrefs, Scriptable Objects.

Noorderpoort Escape Room   Nov 2024 – Jan 2025

Client Project (Team of 6) | Unity, C#, 3D | Programming Lead
VR escape room for Noorderpoort, focused on digital citizenship education.

- Developed modular and interactive VR puzzles with randomisation.
- Designed logical challenge progression and level flow.

Skills: VR interactivity, flowcharting, client-oriented development.

Gladiator AI   Feb 2025 - April 2025

Solo University Project | Unity, C#, 3D
Explored AI behaviour trees by creating prototype where two gladiator AIs battle each other.

- Implemented behaviour tree architecture for decision-making (e.g. attacking, blocking, repositioning).
- Integrated ragdoll physics to simulate more realistic death animations.
- Focused on modular AI logic for expandable and reusable behaviours.

Skills: AI Behaviour Trees, and Ragdoll Physics.