Curriculum Vitae

Personal information

Name:	Jirre Verkerk
Address:	Stortemelk 51
Zip-code:	2401 BV, Alphen a/d Rijn
Birthday:	20.05.1995 at Nieuwveen
Gender:	Male
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Educations

2013 – 2017	Game Development, MBO *Grafisch Lyceum Utrecht*
2008 – 2013	Havo – Nature and Technique *Leo Kanner College, Leiden*

Work Experience

April 2022 – Present Company:	Teacher Game Development *Grafisch Lyceum Utrecht, Utrecht, Netherlands* ■ Teaching and coaching students as they grow into practitioners within the field of Game programming.
September 2021 – March 2022 Company:	Median Gameplay Programmer *Paladin Studios, The Hague, Netherlands* ■ Programming and designing several mobile applications for both Android and iOS ■ Working in direct collaboration with artists, designers, and customers. ■ Managing and supporting the interns during their projects.
April 2018 – August 2021 Company:	Median Game/Application Developer *Roxelane, Utrecht, Netherlands* ■ Programming and designing several mobile applications for both Android and iOS ■ Working direct collaboration with artists, designers, and customers. ■ Managing and supporting the interns during their projects.
February 2016 – February 2017 Company:	Intern Game Programmer/Game Designer *Wispfire, Utrecht, Netherlands* ■ Implementation of animations and dialogues ■ Development of code-based solutions within Unity3D ■ Documenting development process for future reference
August 2016 – January 2017 Company:	Engine Programmer *Studio Flashback, Burnham, United Kingdom* ■ Development of the world-editor and physics engine for the eventual game. ■ Maintain the planning and documentation of the project
Mei 2009 – Mei 2017 Company:	Climbing Instructor *Fun Forest, Amsterdam/Rotterdam, Netherlands* ■ Customer support and front-desk work ■ Instruct and support customers to safely climb on the courses ■ Conduct repairs to the courses

Skills

Programming Languages	Software Experience	Additional Experiences
▪ C# (.net)	▪ Unity 3D	▪ Unity ECS
▪ C++	▪ GameMaker: Studio	▪ Playfab
▪ Java	▪ Visual Studio 2017	▪ Scrum & Agile
▪ HTML/CSS/PHP	▪ Windows 10	▪ Git (incl. Submodules)
▪ Javascript (incl. NodeJS)	▪ Microsoft Office	

Awards & Nominations

Winner Dutch Game Award 2015	Nominated Dutch Game Award 2015
Best Student Game Design	Best Student Technical Achievement
2nd place Indigo Awards 2016	2nd place GLU Game Awards
Audience Award	Best Game 2014
Winner Dutch Digital Delta IT Talent Grant 2016	
Winner IT-grant 2016	

Languages

▪ Dutch	(Native, Experienced)	
▪ English	(Experienced)	

Personal Profile

- In the possession of AM (Scooter) Driving License
- Highly interested in designing and developing games and finding solutions to code-related challenges
- Driven to always continue to learn and look forward to the future
- During free time, I run, manage, and maintain a multi-year Dungeons and Dragons campaign