

# JOAH VAN DER SLOOT

*Game Developer*

## PROFILE

I am a software developer specialized in games, but I also have experience in making websites and apps. As a developer I have a lot of experience in making creative solutions to problems and working together in a team.



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PHONE NUMBER ON REQUEST



## EDUCATION

Creative Software Development on  
Grafisch Lyceum Utrecht  
2023 - 2027

## SKILLS

UNITY C#

HTML CSS

SCRUM

GIT

JAVASCRIPT

## EXPERTISE

SYSTEM DEVELOPMENT

FULL STACK WEB DEVELOPMENT

PROBLEM SOLVING

MEETING DEADLINES

TECHNICAL DESIGN

## LANGUAGES

Dutch  
English

## PROJECT EXPERIENCE

### MERGE PACKING

- Merge Packing is a mobile merge puzzle game that I made in a four day game jam in a team with one other developer and two artists.
- [PLAY THE GAME HERE](#)



### GRAPPLE BATTLE

- Grapple Battle is a solo project I made in eight weeks. It is an online multiplayer 1v1 PvP game where you fight as a ninja on floating islands that you can swing between with a grappling hook.
- [PLAY THE GAME HERE](#)

