

# Jorin Liesse

## GAME DEVELOPER

### CONTACT

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Zonhoven, Belgium

### ACHIEVEMENTS

- Entry to DAE Game Jam  
2024
- Entry to Brackeys Game Jam  
2024

### Languages

- English ●●●●●
- Dutch ●●●●●
- French ●●●●●

### ACTIVITIES

- Drawing lessons  
2012 - 2021

### KEY SKILLS

- **3D Modeling** : Blender, Maya
- **Texturing** : Photoshop,  
Substance Painter
- **Game Engine** : Unity
- **Programming** : C#, Python,  
HTML, CSS, Javascript
- **Game Design** : Unity, Pen &  
Paper

### SUMMARY

I am passionate about creating fun gaming experiences. With a strong foundation in programming and game design that enable me to bring ideas to life.

From designing gameplay mechanics that challenge and engage players, to optimizing performance for seamless experiences, I thrive on the technical challenges of game development.

### EDUCATION

**Digital Arts & Entertainment / Independent Game Production**  
September 2023 - Present, Hasselt Belgium

### EXPERIENCE

**Joystick Jaguar / Co Founder - Game Designer**  
April 2024 - Present, Hasselt Belgium

- Co-founder of startup, Assenting on the business side of the company.
- Working with the team on the company's own small indie game titles

**Kuehne + Nagel / Logistiek Assistant**  
August 2022 - August 2022, Tessengerlo Belgium

- Sorting and organizing goods in the warehouse.
- Assist in checking properly labeled goods in a warehouse.

### VOLUNTEER WORK

**Het Vlaamse Kruis / EHBO'er**  
October 2021 - Present

**Tutoring Mathematics**  
May 2024 - Present