Roel Versteeg

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ABOUT ME

I am a creative technologist who likes to apply the latest technologies. I have a passion for games and making them. For my minor I have already published an Android game and a PC game together with a team of students. In addition, in my spare time I am developing an MMO in Unity with a small team and I am making an Android game in Unity myself. In my spare time I build gadgets and movie props using 3D printing and use Arduinos to make various projects.

WORK EXPERIENCE

Sales assistent , Warehouse worker   01-11-2013 – 01-02-2021
Verhuisboxen | www.verhuisboxen.nl
- Selling of moving boxes and materials
- Replenishing warehouse stock
- Contribute to work optimisation

Internship programmer   01-09-2019 – 01-12-2019
Q42 | https://www.q42.nl/
- Programming front and backend for Phillips Hue

Graduation internship Embedded Systems   01-02-2021 – 12-07-2021
Ultimaker | https://ultimaker.com/nl/
- *Confidential*

PROJECT EXPERIENCE

Live Inc. (PC) *2021*
Roles: Gameplay programmer, Network programmer, Code convention maker, GitHub coordinator
Languages: C#
Misc: A 3D online multiplayer 2 vs 2 game set in the 80s where one team acts as infiltrators breaking into an office building at night, to collect evidence that can be used to incriminate the company, while the other team takes on the role of security and tries to catch the infiltrators. A 16 person minor project, including artists, programmers, game designers and a project manager, made in the Unity engine. I was solely responsible for implementing multiplayer functionality using Steamworks and designing gameplay features such that they work with multiplayer. I also implemented gameplay mechanics, UI and Vivox voice communication. During the project I also set up code conventions and the GitHub workflow and helped the team follow them.

Bob the Robber (Android) *2020*
Roles: Gameplay programmer, Artist, Game designer
Languages: C#
Misc: A 2D top down action-adventure where you play as a robber that has to steal the loot and escape. A 4 person minor project, including artists and programmers made in the Unity engine. I helped design the gameplay and implemented gameplay mechanics. I also created some art for the game.

City Overflow (PC) *unreleased tech demo*
Roles: Gameplay programmer
Languages: C#
Misc: A 3D tech demo that served to explored the possibility to use the game concept for a full game. The game focussed on using the Nvidia Flex plugin for Unity to make a game where you have to guide a fluid source to several destinations by building a pipe network. The fluid was a particle-based simulation for real-time fluid physics. A 4 person minor project, including artists and programmers made in the Unity engine. I came up with the concept and explored several real time fluid simulation techniques to use in the demo. I implemented the fluid simulation and gameplay mechanics surrounding it. Ultimately the demo proved to be to performance intensive for the average pc hardware of our target audience.

Quest for Redemption (PC) *unreleased*
Roles: Gameplay programmer, Network programmer, Game designer, Code convention maker, GitHub coordinator.
Languages: C#
Misc: A 3D MMO with professions, an open world, quests and realistic contact and strategy based combat mechanics. A 6 person hobby project, including an artist, programmers, composer and animator made in Unity. I am responsible for implementing multiplayer functionality using Steamworks and designing gameplay features such that they work with multiplayer. I also implement gameplay mechanics, UI, shaders and lighting. During the project I also set up code conventions and the GitHub workflow and help the team follow them.

More projects can be found on my portfolio website: www.rovex.nl.

EDUCATION

Rotterdam University of Applied Sciences   03-09-2017 – 5-7-2021
Rotterdam Wijnhaven, Zuid-Holland
Creative Media and Game Technologies (CMGT)
- Propedeuse
- Bachelor of Science (Fulltime)
- Minor Game Design & Development

Fortes Lyceum   05-07-2017
Gorinchem Wijdschildlaan, Zuid-Holland
Natuur en Gezondheid (NG)
- HAVO
- Technasium certificate

SIDELINE ACTIVITIES

Volunteer hut building   11 Days/year in 2015, 2016, 2018
Speel-In | http://www.speelin.nl/
- Setting up and cleaning up Speel-In event
- Supervise and assist children in hut building

SKILLS AND COMPETENCES

Programming languages
- Semi-professional experience with C# for Unity (2 years)
- Experience with C/C++ for Arduino (4 years
- Experience with Python
- General knowledge of TypeScript, JavaScript, Java, PHP, MySQL, HTML, CSS

Software
- Database: SQL databases
- CAD Design: Autodesk Fusion 360, Google Sketchup
- Platforms: Microsoft Windows, Ubuntu Server, Arduino, Raspberry Pi
- Graphical design: Adobe Photoshop
- Video Editing: Adobe Premiere

Languages
- Dutch: excellent
- English: excellent

Machines
- Forklift
- Reach truck
- 3D printer

INTERESTS AND HOBBIES

- 3D printing
- 3D CAD design
- Gaming
- Game development
- Virtual Reality
- Making smart objects with Arduino and sensors
- Making music with piano and bass guitar
- Computer repair, building, support and maintenance.
- General technical help