Jasper Drescher

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Summary

Gameplay Programmer with a passion for games and open-source projects. Involved in the development of gameplay, tools and engines for multiple games and platforms. Experience with project management and pipelines. Contributor to open-source projects and attendee of game events.

Skills

Programming languages: C++, C#, Java, JavaScript, PHP, SQL
Software applications: Visual Studio, Snowdrop, Unity, Unreal Engine, Blender

Experience

Junior Gameplay Programmer   Malmö, Sweden
Massive Entertainment   *August 2020 – present*

- Develop gameplay and tools using Snowdrop and C++
- Collaborate in a cross-disciplinary team to iterate on gameplay for a new IP
- Organize a club for programmers within the studio to improve knowledge sharing

Junior Gameplay Programmer (Intern)   Malmö, Sweden
Massive Entertainment   *September 2019 – July 2020*

- Developed gameplay and tools using Snowdrop and C++
- Collaborated in a cross-disciplinary team to ship features on time
- Developed multiple Title Updates for Tom Clancy's The Division® 2
- Developed a Free Trial version of Tom Clancy's The Division® 2
- Developed the largest expansion for Tom Clancy's The Division® 2

Junior Software Developer   Arnhem, The Netherlands
CortexArts   *September 2014 – August 2019*

- Developed tools using Unity, Java and C#
- Developed physics-based gameplay mechanics using Unity and C#
- Developed dynamic websites using PHP, SQL, HTML, CSS and JavaScript
- Participated in Dutch Game Garden Incubation workshops
- Created 3D art assets using 3DS Max, Blender and Adobe Photoshop

Waiter   Vlissingen, The Netherlands
DOK 14   *July 2018 – September 2018*

Retail Clerk   Arnhem, The Netherlands
Jumbo Supermarkten   *December 2014 – March 2015*

Education

Bachelor of Science in Creative Media and Game Technologies   Breda, The Netherlands
Breda University of Applied Sciences   *September 2016 – July 2020* GPA 3.29/4.0

Projects

Tom Clancy's The Division® 2: Warlords of New York
Tom Clancy's The Division® 2 Free Trial
Tom Clancy's The Division® 2
Stellar Survivor
Unreal Engine, C++   Sep 2018 - Jul 2019

An FPS tower-defense survival game developed with fellow students at Breda University of Applied Sciences.

Drivinity

Custom engine, C++   Feb 2018 - Jul 2018

An anti-gravity racing game developed using our own engine with fellow students at Breda University of Applied Sciences.

Awards

Best Programming Year 2
IGAD Game Awards, Breda University of Applied Sciences
June 2018

• Winner Best Programming for Drivinity.