

# Pepijn Willekens

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## Education

2014 **Bachelor in Multimedia & Communication Technology**

2018 Karel De Grote Hogeschool

2015 **Indie Game Development**

Headstart summer school

## Work experience

The House of Indie vzw (Antwerp)

### Coörganiser

Indie Game Salon

March 2016 → present

### Manager of volunteers

Screenshake 2016

### Coörganiser

Global Game Jam Antwerp 2016

Rekencentra NV (Ranst)

### Apprenticeship:

### Software Developer

January 2014

## Highlighted projects

**Solar Clap** [Rithm Game](#)

Technology: Raspberry Pi, Arduino, 3D printer, electronics, adressable RGB LED (previously: Unity3D)

**Castle Void** [Arcade Game](#)

Technology: Unity3D, C#, CG, Projector, carpentry, Mirrors

**PDT Planner** [Study planner tool](#)

Technology: Angular 2, HTML, CSS, Typescript

**Bakerstreet** [Fictive film poster](#)

Technology: Cinema4D, Photoshop

## Characteristics

I care about doing things in group and connecting people with common interests.

I notice problems and take care of them, whether it's my responsibility or not.

I prefer to work in team, and evaluate work regularly with my colleagues.

I'm able to find creative solutions on a short deadline with limited resources.

I like to experiment and combine the physical and digital into new or reworked concepts.

I value good education a lot. I'm an easy learner, and always eager to learn more.

I often attend networking events. Knowing my industry gives more perspective to what I do.

## Hard skills

I programmed in **Unity3D C#** for 13 different (game) projects.

I am the perfect person to contact with questions about **CSS**, and **HTML** of course.

I also worked quite a few times with **Javascript**, **Typescript**, **Angular 2** and **JQuery**.

**Git** is of course one of my main development tools. It's so essential.

I have experience with **Arduino** and **Raspberry Pi (Python)** + insight in **electronic circuits**.

As I'm developing games as my hobby, **(Game) Design** is of course very important to me

I can model, animate and make materials in **Cinema 4D**.

I have insight on the **inner functioning** of **computers** and **networks**.

I have a good knowledge of **Photoshop** and can find my ways in **Illustrator**, **Premiere Pro** and **Indesign**