PROFILE

22-year-old living in Breda.

Graduate year gameplay programmer studying International Game Architecture and Design at the Breda University of Applied Sciences.

Specializes in gameplay systems and virtual- and augmented-reality technologies.

Also experienced in leading a team of programmers as tech lead.

CONTACT

PORTFOLIO:
https://www.timhereijgers.com/

EMAIL:
timhereijgers@hotmail.com

LANGUAGES

Dutch (native)
English (fluent)

HOBBIES

Hiking
Photography
Piano & Guitar

TIM HEREIJGERS

Gameplay Programmer / VR&AR Specialist

EDUCATION

CSW van de Perre Highschool
August 2010 – July 2016
VWO level Education

Breda University of Applied Sciences
August 2016-July 2020 (expected)
Best Year 1 Game 2017 winner
Best Year 2 Game 2018 winner

WORK EXPERIENCE

VR & AR Developer at KLM Royal Dutch Airlines
September 2019-Now
Coming up with and develop new innovative AR and VR software that can be used to excite users and introduce them to new realities.

AR Developer for The Storyteller
November 2019-March 2020
Developing an AR application for the book "Pilot with the five stripes".

Lead Programmer at Stellar Survivor
May 2019-July 2019
Overseeing development of 10 programmers, project management, maintaining quality of code architecture.

Gameplay Programmer at Stellar Survivor
September 2018-April 2019
Creating game systems, managing stability, gameplay programming

Gameplay Programmer at Tiles Apart
May 2018-August 2018
Creating game systems & gameplay programming

SKILLS

Expert
C#, C++, Unity, Unreal, OculusVR, SteamVR

Proficient
HTML, CSS, Java