



Personal Info

Name: Willem Meijer

Date of Birth: 02-02-1998

E-mail: w.meijer@st.hanze.nl

Phone: +316 5798 6939

Education

BSc: Communication & Multimedia Design

Major: Game Design & Development

Minor: Applied Psychology

Extracurricular Classes: Professional Skills (3x) & Computer Science (9x)

Period: 09-2015 – 06-2020 | GPA: 7.8 | Thesis Grade: 9.2

University: Hanze University of Applied Sciences, Groningen, NL

High School HAVO Level (Higher Secondary Education)

Subjects: *Computer Science, Dutch, English, Economics, Geography, History, Mathematics, Social Studies.*

School: Ubbo Emmius, Winschoten, NL & Ubbo Emmius, Stadskanaal, NL

Work Experience

Internship Game Developer at 8D Games

Period: 02-2018 – 06-2018

At 8D Games, I have taken part developing (programming) and designing game mechanics using the Unity Engine. Here I have moderated various brainstorm and playtest sessions, and translated the gathered results into clear tasks within the development team.

Diverse Jobs at Hanze University of Applied Sciences, Groningen

Within Hanze, I have worked as student assistant in programming courses, developed educational programmes, and worked in the Makerspace, Hanze's workshop.

Recognitions

Nominated for the CMD Thesis Award 2019

The CMD thesis award is an award that is handed out annually to celebrate the best thesis written that year. Together with two other students I was nominated for this award.

Programming Competencies

Languages: *C#, Python3, Haxe, SQL, Java*
(basics HTML & CSS)

Environments: *Unity Engine, Android*
Studio, Visual Studio

Languages

Dutch (mother tongue)

English (fluent)

German (listening)