Personal Info

Name: Willem Meijer

Date of Birth: 02-02-1998

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Education

MSc: Computing Science

Track: Software Engineering

Period: 09-2020 – 06-2023

University: University of Groningen, NL

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: 7.9 | Thesis Grade: 9.2

University: Hanze University of Applied Sciences, Groningen, 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)