

ROEL HAMERSMA

GAME DESIGNER



Portfolio: <https://RoelHamersma.weebly.com>

CONTACT

Email: RoelHamersma@gmail.com

Mobile: Given upon request and found in non-public CV

LinkedIn: www.linkedin.com/in/Roel-Hamersma

ABOUT ME

I'm a 22 year old game design student from the Netherlands.

Designing and developing games is my passion, and I'm working to become a professional game designer.

Nationality: Dutch

Born: 15-08-1996 Oosterhout NB

Languages: Dutch and English

Address: Tilburg The Netherlands

More details are in my non-public CV

FOCUS

As a member of your development team, I will contribute with innovative ideas and solving design problems. My work will be in the form of design documents and feature implementations, from mechanics created by me and other designers.

PROFILE

Motivated

Result Oriented

Social and Friendly

Adaptable

Valuable

Productive

Proactive

Innovative

Trustworthy

Creative

Ambitious

People oriented

Self Reflective

Communicative

Decisive

Perseverant

Independent & Team Player

EDUCATION

2015 – 2019 (NHTV) Breda University

2009 – 2015 HAVO Het Dongemond

Currently Enrolled

Diploma Achieved

EXPERIENCE

10+ Games, 15+ Personal Projects, 3 Years

Game Design

Prototyping

Visual Scripting

UI/UX

QA

Team/Design Leadership

OTHER

Agile Scrum Methodology

Source Control Workflow

Pre, Normal, and Post Production

USP Design

Team Size Range 1 - ±30

Level and Puzzle Design

Whiteboxing

SOFTWARE SKILLS

Unreal Engine 4

Unity 3D

Perforce

Jira

GDevelop

OTHER

Google G Suite

Microsoft Office

Adobe Creative Cloud

Google SketchUp

LMMS

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GAME PROJECTS

Below are some game projects I have worked on.

THE SURVIVORS

Genre: First Person Battle Royale Shooter

About: The arctic western battle royale game where 100 players fight for a claim in the gold rush

Project Type: Game

Roles: Research, Prototyping, Gameplay Design, QA, UI/UX Design

Tech: Unreal Engine 4, Perforce, Jira, Steam

Team: ±30

Duration: 40 Weeks (2017 - 2018)



BEAT BATTEN

Genre: Mobile Turn Based Strategy Game

About: The Beat Batten game was designed and developed for the purpose of spreading awareness about the Batten disease.

Project Type: Game

Roles: Game Design Lead, Prototyping, Music

Tech: Unity 3D, Android, Perforce, Trello

Team Size: 10

Duration: 8 Weeks (2018)

DREAD ALCHEMY

Genre: Action Adventure Puzzle Platformer

About: Puzzle your way through the alchemist's dungeons by using his networks of electric and alchemical inventions

Project Type: Game

Roles: Game and Level Design

Tech: Unreal Engine 4, Perforce, Trello

Team Size: 3

Duration: 8 Weeks (2017)



Thank You

Please contact me if I can be of service to you, or if you would like to talk about game design.

Many more of my games and personal projects can be found on my portfolio:

<https://RoelHamersma.weebly.com>