

Jesper Enschede

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Education

Breda University of Applied Sciences *Sept' 2021 - Current*
Bachelor's degree in Creative Media & Game Technology

Roc Van Twente *Sept' 2017 - July 2021*
Niveau 4 Game Development

Bonhoeffer College Enschede *Sept' 2013 - July 2017*
VMBO ICT

Work Experience

DendaGames, Gameplay programmer - part time April 2021 - Oct' 2023

- Helped with concepting of game mechanics.
- Implement console APIs.
- Gameplay and tools programming using C#.
- Ported Color your World to PC & Playstation 5.

DendaGames, Gameplay programmer - intern Sept' 2020 - Jan' 2021

- Developed and published Color your World for Nintendo Switch
- Gameplay code & level design in Unity.

DendaGames, Gameplay programmer - intern April 2019 - Nov' 2019

- Developed and published multiple casual games for mobile/html5 using Unity & Construct 2.
- Designing and programming/scripting casual games.
- Reworking and optimizing existing games.

Skills

- Proficient in C, (Modern) C++, C# and Jai.
- Good understanding of game engine programming.
- Experience with Playstation 5 and Nintendo Switch console development.
- Understanding of compilers & programming language design.
- Object oriented & Data oriented programming.
- Scrum and Agile development.
- Code profiling and optimization.
- A Lot of experience with Unity and Construct 2.
- Version control using Git & Perforce.
- Excellent Dutch & English communication skills, both written and spoken.