Gijs Sickenga

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Gender: Male
Date of birth: 23-11-1995
Nationality: Dutch

Summary

I am a game developer, and usually perform the tasks of designer and programmer. I prefer working on gameplay oriented systems and polish, but I also enjoy diving into technical challenges. I am experienced at working in a multidisciplinary team using Scrum and can work efficiently by myself as well as in a team.

Experience

Developer for Snowcap Games   Baarn, 2019 - present
working on *NavTiles Unity Asset* as programmer & founder.
Software used: *Unity, Visual Studio Code, SourceTree*.

Intern for Little Chicken   Amsterdam, 5 months, 2019
working on multiple games for mobile, console and PC as programmer.
Software used: *Unity, Visual Studio Code, GitKraken*.

Freelance level designer for Team Meat   Baarn, 9 months, 2018
working on the *Super Meat Boy* Race Mode DLC level packs as level designer.

Intern for Wortell   Lijnden, 5 months, 2017 - 2018
working on *Visualyz - The Future of Retail* as programmer.
Software used: *Unity*, *Visual Studio*, *GitKraken*.

Intern for Gamious   Haarlem, 5 months, 2017
working on *Team Racing League* as programmer.
Software used: *Unity*, *Visual Studio*, *GitExtensions*.

Intern for media artist Geert Mul   Rotterdam, 1 year, 2014 - 2015
working on multiple projects as video editor, creative assistant and visualizer.
Software used: *Final Cut Pro*, *Photoshop*, *Google Sketchup*.

Mailman for PostNL   Baarn, 1 year, 2014 - 2015

Education

HBO-ICT Game Development (Bachelor's degree, *cum laude*)	HvA / AUAS - Amsterdam, 2015-2019
Pixel Palace **creative digital media preliminary training**	HKU - Utrecht, 2011-2012
HAVO N&T profile (higher general secondary education)	Griftland College - Soest, 2008-2014

Skills

Programming languages:	C#, C++, Java, Javascript, HTML/CSS, PHP
Game dev software:	Unity, Game Maker, Processing
Visual software:	Photoshop, Final Cut Pro
Version control:	Git, SVN
Languages:	Native language: Dutch. Highly skilled at speaking, reading and writing in English.

Competencies

Teamwork:	Communicative, flexibel, helpful
Development:	Perfectionist, designer's mentality, gameplay oriented
Method:	Assertive, diligent, self-managing