

# Jasper Drescher

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## Summary

Gameplay Programmer with a passion for games and open-source projects. Involved in the development of gameplay, tools and engines for multiple games and platforms. Experience with project management and pipelines. Contributor to open-source projects and attendee of game events.

## Skills

**Programming languages:** C++, C#, Java, JavaScript, PHP, SQL, CMake

**Software applications:** Visual Studio, Unity, Unreal Engine, Blender

## Experience

**Junior Gameplay Programmer** Malmö, Sweden Massive Entertainment *September 2019 – present*

**Junior Software Developer** Arnhem, The Netherlands CortexArts *September 2014 – August 2019* •

Develop tools using Unity Editor, Java and C#

- Develop physics-based gameplay mechanics using Unity Engine and C#
- Develop dynamic websites using PHP, SQL, HTML, CSS and JavaScript
- Participate in Dutch Game Garden Incubation workshops
- Created 3D art assets using 3DS Max, Blender and Adobe Photoshop

**Waiter** Vlissingen, The Netherlands DOK 14 *July 2018 – September 2018*

**Retail Clerk** Arnhem, The Netherlands Jumbo Supermarkten *December 2014 – March 2015*

## Education

**Bachelor of Science in Creative Media and Game Technologies** Breda, The Netherlands

Breda University of Applied Sciences *September 2016 – July 2020* GPA 3.29/4.0

## Awards

**Best Programming Year 2**

IGAD Game Awards, Breda University of Applied Sciences

June 2018

- Winner Best Programming for Drivinity.