

Timothy Janssen

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Summary

Self taught developer with over three years of experience. My work includes Unity Game development, object oriented programming and UI development. I am outgoing, a team player, and always eager to learn the newest technologies.

Skill Highlights

- C# (.NET)
- Game Development
- Unity 3D
- Git
- Object Oriented Programming

Experience

Gameplay Programmer Apr 2021

Game Jam For Love

- Developed enemy behavior using Unity scriptable objects
- Used Git as version control
- This game did win first place in the jam
- [See project here](#)

Gameplay Programmer Jul 2014 - Jul 2015

Games Omniverse

- Developed 2D puzzles based on technical design documents
- Test code for usability and bugs
- Worked with design and art team to ensure the puzzle was developed properly

Gameplay Programmer Global Game Jam
Jan 2012

- Developed features including a timer, score management, and collection system
- Worked with art team to ensure the assets were properly formatted
- [See project here](#)

Education

BS Game Design | Full Sail University 2012 - 2014

Graduated in 2014 with a 3.23 GPA

My final project got the green light on Steam. [See project here.](#)

Certifications

Unity Essentials Pathway Certificate via Unity Learn