

# Timothy Janssen

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## Summary

I enjoy working with my hands and building something that others will enjoy. Some projects I have worked on include building games, rebuilding a fishing boat, and 3D printing and painting miniatures and props for game nights with my friends.

## Skill Highlights

- C# Programming
- .NET Core
- GitHub
- SQL and Lite
- Project Management

## Experience

### **ARMO Services Specialist**

Sep 2022 - Present

Baker Hughes

- Lead digital projects to improve efficiency in AMO locations
- Software development for internal business processes and special equipment applications
- Providing digital support, training, and enhancement for effective adaptation

### **Apprentice**

Apr 2023 - Mar 2025

Game Dev HQ

- Develop and improve various game systems
- Code core systems and gameplay mechanics
- Implement game features and systems in Unity/C#

### **General Maintenance Technician**

Nov 2018 - Sep 2022

QuikTrip

- Use problem-solving to address issues that arise
- Refer to the documentation for the correct operation and function
- Quickly switch from one task to another

### **Gameplay Programmer**

Jul 2014 - Jul 2015

Games Omniverse

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

## Education

### **BS Game Design | Full Sail University**

2012 - 2014

Graduated in 2014 with a 3.23 GPA