Timothy Janssen

(602)750-9472 Claremore, OK tjanssen4@gmail.com
www.timothyjanssen.com

Summary

My work includes Unity Game development, object-oriented programming, VR, 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

Apprenticeship   Apr 2023 - Present
Game Dev HQ
- Develop various game systems (AI, UI, etc.)
- Code core systems and gameplay mechanics
- Experienced with Git/Github

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

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 2021
- Developed features including a timer, score management, and collection system
- Worked with art team to ensure the assets were properly formatted

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.