

Kevin Roelofs - Gameplay & Animation Programmer

Resume

Inquire for the CV: kevin.m.roelofs@gmail.com

Portfolio: <http://www.kevinroelofs.com>

Education

Game Programmer

HBO, Bachelor

September 2016 – June 2020

NHTV (aka BUAS) Breda

Propedeuse: attained (June 2017)

Certification: attained

Game Artist

MBO 4

September 2010 – June 2014

Mediacollege Amsterdam

Certification: attained

Work Experience

Gameplay & Animation Programmer (Internship & Employment)

Stickylock Studios

February 2020 - July 2024

Etten-Leur, The Netherlands

Entertainment Games

3D Game Artist

(Internship)

Vertigo Games

September 2013 – January 2014

Rotterdam, The Netherlands

Entertainment Games

3D Game Artist

(Internship & Employment)

Focal Meditech

February 2013 – August 2013

Tilburg, The Netherlands

Serious/Applied Games

Dev Tools

Programming Languages

- C#
- C++
- HTML
- CSS

Engines

- Unreal Engine
- Unity

Software

- Visual Studio Community
- SourceTree
- Axis Studio
- Perforce
- Github

Soft Skills

Software

- Blender
- Adobe Photoshop
- Adobe Illustrator

Scrum Tools

- Jira
- Trello

Human Languages

- Dutch (native)
- English C1