Marc Gomersbach

Game Development Graduate

Detail-oriented and meticulous employee that's eager to learn new skills and improve existing ones. Strives to make good work that lasts. Enthusiastic team player ready to contribute to company success.

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EDUCATION

HBO-ICT Game Development
Hogeschool van Amsterdam

09/2014 - 02/2023   *Amsterdam*

MBO Game-Developer
Grafisch Lyceum Utrecht

09/2010 - 07/2014   *Utrecht*

WORK EXPERIENCE

Game Developer Intern
Gamious

02/2018 - 07/2018   *Haarlem*

Achievements/Tasks

- Contributed to a diverse set of games built in Unity with C#, including the porting of Turmoil to Unity with a focus on mobile support.
- Iteratively improved the User Interface for mobile controls based on team feedback.

Intern Game-Developer
Flavour

09/2012 - 02/2013   *Amsterdam*

Achievements/Tasks

- Collaborated on a platformer game project and networked a server using Java and ActionScript 3.
- Gained experience working with Scrum seeing it being used in Flavour, with their unique work approach.

SKILLS

C#   Unity   Java   C++   Python   GIT

LANGUAGES

Dutch
Native or Bilingual Proficiency

English
Professional Working Proficiency

INTERESTS

Gaming   Reading   Watching shows/movies

Other fields of game creation, such as 3D modelling, animating, texturing and writing