

Querijn Heijmans

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Objective: Job as a Third-Party Ecosystem (Account) Specialist.

Summary of Qualifications:

- Bachelors Degree for International Game Architecture and Design
- 4 years of experience programming in C++ focused on Game Architecture. An additional 5 years in C++ making personal projects such as bots for games and Private Server development.
- 1 year of work experience in a team of (web) programmers/designers. 4 years of experience working with Game Programmers, Artists and Designers at the University of Applied Sciences in group projects.

Education:

- Pre-University Secondary Education (VWO), Commanderij College, Gemert (2004-2010)
- Bachelor of Science International Game Architecture and Design, NHTV University of Applied Sciences, Breda

Relevant experience:

- Web developer (PHP on custom architectures) as freelancer work
 - Worked on various technologies and creating CMS systems that allowed clients to do what they want.
 - Mostly worked for clients that I would meet up with every month.
- Magento Developer at Webelephant, in Breda (2013-2014)
 - Worked in a team on Magento web-shops and plug-ins with web-designers and other developers. Also made custom systems for Search Engine Optimization.
 - Worked for clients but was instructed by a manager.
- Junior Game Developer at Exient, Leamington Spa (UK, 2016-2017)
 - Worked in a team for Angry Birds GO!, making a C++ mobile game on an in-house 3D engine.
 - Worked in a team for an unannounced Unity 3D project, in which I have made the base code on which future developers would continue building this game.
 - Had a full-size team in an agile SCRUM setting, before switching over to a Kanban system.
 - Mid-term review marked me as 'excellent' in all categories regarding my position, commenting that I 'can handle anything thrown at me'.

Other qualities/hobbies:

- Fluent in English and Dutch, good at German
- Sociable, outgoing