

ABOUT ME

My name is Roel Zwakman, and I'm a student of Creative Media And Game Technologies at HKU University of the Arts Utrecht in The Netherlands. I've been programming games since I was 13 years old and have loved it ever since. I have since developed a passion for graphics in games, which has led me down the path of mixing gameplay programming with Technical Art.

In my spare time I enjoy walking in parks, playing the bass guitar and hanging out with friends, as well as playing video games.

CONTACT INFORMATION

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Date of birth: 02 August 1998

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SKILLS / SOFTWARE PROFICIENCY

Unity3D - 6 years of experience

C# in Unity3D - 6 years of experience

Python in Processing - 2.5 years of experience

CG/HLSL in Unity3D - 2 years of experience

3Ds MAX - 2 years of experience

GIMP (GNU Image Manipulation Software) - 6 years of experience

HTML/PHP/Wordpress - 1 year of experience

EXPERIENCE / EDUCATION

2016 to now: Creative Media & Game Technologies, Game Development specification -
University of the Arts Utrecht

2017 to now: Freelance programmer, various small contracts