

JIMMY STEWART

Gameplay Programmer

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🔗 Portfolio: www.jimmygameprogramming.com



ABOUT ME

I am an enthusiastic game programmer, currently studying Creative Media & Game Technologies at Breda University of Applied Sciences.

I'm passionate about playing and creating games, from single-player games to multiplayer experiences. I've worked on a number of projects, from 2D side-scrollers to Open World adventure games.

My goal is to create unique, engaging games that entertain and inspire players. Take a look at my portfolio and see what I can do!

EMPLOYMENT HISTORY

Delivery Driver

Casa di Totti

📅 08/2021 - Present 📍 Amersfoort, The Netherlands

Italian Restaurant

- Deliver dishes to the customer's doorstep
- Cleaning in the kitchen

Checkout Clerk

Jumbo Supermarkten

📅 11/2019 - 08/2021 📍 Amersfoort, The Netherlands

Convenience Store Chain

- Helping Customers with checkout
- Providing service whenever necessary

Waiter

Wok Inn - Ermelo

📅 07/2017 - 11/2019 📍 Ermelo, The Netherlands

World Specialties Restaurant

- Welcoming & Seating guests
- Keeping guests satisfied
- Cleaning

EDUCATION

Bachelor of Creative Media & Game Technologies

Breda University of Applied Sciences

📅 09/2020 - Present 📍 Breda, The Netherlands

SKILLS

C++ Unreal Engine 4 & 5

Jira Software Perforce

Agile & Scrum

Working in teams of over 20 people

LANGUAGES

Dutch

Native



English

Proficient



HOBBIES

🎮 Playing videogames

💻 Building Computers

🏋️ Fitness