

Jesse Roffel

Game Programmer

Game programmer with a diverse set of programming skills and game-development experiences, gained by communicating and working together with multi-disciplinary teams. Eager to learn, agile and excited to work on developing frameworks, pipelines, development tools and game features with a focus on maintainable and modular code.

Project and Work experience

2020-02 - Tools & QA Programmer

Current

Spellbound Spire - Steam, Breda, The Netherlands

- Improving and providing production tools for designers to design and playtest levels efficiently and effectively.
- Organising the Jenkins and Steamworks building process for continuous deployment and faster iteration times.

2019-09 - Tool & Gameplay Programmer

2020-01

Skye - Steam, Breda, The Netherlands

- Utilised upcoming Unity DOTS entity package to prototype quest systems and gameplay behaviour.
- Assisted designers by teaching Unity scripting in C#.

2018-09 - Engine, Gameplay and Network Programmer

2019-07

Tomorrow Engine - PC & PS4, Breda, The Netherlands

- Provided the gameplay scripting API which resulted in 30+ cards effects to be produced by designers.
- Designed and implemented core engine features such as Event, HTTP and UI handling for both PC and PS4.

2016-02 - Intern Software Developer R&D

2016-07

Ordina N.V., Nieuwegein, The Netherlands

- Initiated their VR Interview simulation project and collaborated with others on TTS/STT recognition software.
- Presented updates towards other development teams.

Education

2017-09 - Bachelor of Science: International Game Architecture & Design

Current

Breda University of Applied Sciences - Breda

2012-09 - Secondary Vocational Education (MBO): Game Developer

2016-01

ROC A12 Media & ICT - Ede

Contact

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Skills

Proficient in C++ and C#

Excellent communication

Targeted multiple platforms

Responsible and pro-active

Profiling and optimising

Unit testing and fixing bugs

Dedicated team member

Languages

Dutch - Native speaker

English – Fluent speaker

Finnish - Elementary

Hobbies & Interests

I like to explore countries by traveling, camping and hiking. At home I tinker around with Arduino hardware, play piano and study the Finnish language. For a healthy mind I run, exercises and bouldering.