

Contact Information



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roytheunissen.com



<https://www.linkedin.com/in/roy-m-t-heunissen/>



<https://github.com/RoyTheunissen>

Top Skills & Specializations

Programming

- C#
- HLSL & CG Shaders
- Rapid Prototyping
- Gameplay Programming

Game Design

- Gameplay Design
- Level Design

3D Artist

- Shader Expert
- Houdini
- Environment Art
- Maya LT
- (Deferred) Rendering Architecture

Languages

- **English** (Fluent)
- **Dutch** (Native Speaker)
- **Spanish** (Learning)
- **German** (Learned in high school)
- **French** (Learned in high school)

Honors - Awards

Best Game Design - Good Job
Dutch Game Awards 2021

Best Game - Good Job
Dutch Game Awards 2021

Cum Laude
Fontys Hogeschool Eindhoven 2013

Roy Theunissen



*Independent Game Developer
The Hague*

Summary

I'm an all-rounder, crazy scientist, shader wizard, rapid prototyper, Houdini evangelist, but most of all: I'm a passionate independent game developer.

I've had an eventful 10 years in the game industry:

- Made hats and weapons for *Team Fortress 2* for **Valve**
- Made mobile titles for **Bandai Namco & Netflix**
- Made a console title with **Nintendo of Japan** and Paladin Studios called *Good Job™*
- Won **Best Game Design** and **Best Game** at the Dutch Game Awards 2021 for *Good Job™*.

I've been working full-time as a solo developer since 2021 and I'm currently available for freelance work.

Experience

Self-employed - Independent Game Developer

Worked on my own game codenamed "Whirler"
Worked freelance for Paladin Studios and Tomas Sala

*January 2021 - Present
The Hague, South Holland, the Netherlands*

Paladin Studios - Senior Game Developer

*October 2014 - December 2020 (6 years, 3 months)
The Hague, South Holland, the Netherlands*

Spil Games - Game Developer

*February 2013 - September 2014 (1 year, 8 months)
Eindhoven, North Brabant, the Netherlands*

Education

Fontys Hogeschool Eindhoven

Bachelor of Computer Software Engineering, Ing.,
ICT & Game Design & Technology (Cum Laude)
*2009 - 2013 (4 years)
Eindhoven, North Brabant, the Netherlands*