



Joep Peters

Game Developer

Amersfoort, The Netherlands

35 years old
Phone available upon request

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Experience

Paladin Studios, The Hague – *Unity Developer*

9 YEARS 6 MONTHS, DECEMBER 2014 - MAY 2024

Contributed as a gameplay & game feel developer in the early years at Paladin. Later I specialized in UI development, visuals & animation.

Notable projects: 'My Tamagotchi Forever', 'Good Job!' and 'Cut the rope 3'.

Other notable activities are workflow & tool development (Blender), coaching and localization.

Self Employed, Amersfoort – *Game Developer*

3 MONTHS, NOVEMBER 2014 - JANUARY 2015

Developed and published my first solo made game, 'Darts Daily 180' for Android and Web. It was licensed by Miniclip.com for Web deployment.

Xform Games, Utrecht – *3D Artist & Developer*

5 YEARS 2 MONTHS, NOVEMBER 2009 - DECEMBER 2014

During my role as 3D artist I contributed assets, design and various others to over 45+ published games which were developed by Xform Games. Some notable titles are the 'Burnin' Rubber series', 'Race to Rome' and various other projects.

In the later stage of my time at Xform Games, I started contributing code, and programmed a couple of games. Some notable titles are 'Panic at the zoo', 'Army of the damned' and others.

W!Games, Amsterdam – *Internship 3D Artist*

6 MONTHS, FEBRUARY 2009 - JULY 2009

Contributed 3D assets and textures for the Mistbound Render Target demo. Worked on UI visuals and screens for the PSN game 'Greed Corp'

Xform Games, Utrecht – *Internship 3D Artist*

6 MONTHS, JANUARY 2007 - JULY 2007

Contributed 3D assets and textures for several game projects. Also researched shaders for web game development

Toolset

Unity 3D, C#, Git

Blender, Python, 3Ds Max, Photoshop, Krita, Gimp, Inkscape, Substance Painter (basic)

Agile/Scrum workflow

Tiny bit of HTML, CSS, JS, Node

Education

University of Applied Sciences, Breda – HBO Game Artist

2009

Uncompleted, after the first period of studying at the NHTV I decided to start working instead at Xform Games in 2009.

ROC A12, Ede – MBO *Game Design*

2005 - 2009

Graduated

Languages

Dutch - Native, English - Fluent

Hobby & interests

Next to being interested in anything technology, game development, cg art & animation, AI related, I consider myself a car enthusiast. I'm a member of a DIY repair & maintenance club which has a workshop where I work on my own car. I like learning about repairing vehicles, understanding mechanical technology and vehicle maintenance. I also like to pick up and play the acoustic guitar from time to time and aim to cook healthy every day.

Awards

Some of the projects I worked on over the years won awards or received a nomination:

'Dutch Game Award Winner' - Good Job!, Paladin Studios July 2021

'Dutch Game Award Winner' - Man Or Monster, Xform Games November 2014

'Dutch Game Award Nomination' - Burnin' Rubber 5, Xform Games October 2013

'Dutch Game Award Winner' - Red Bull Formula Face, Xform Games November 2012

'Dutch Game Award Nominations' - Burnin' Rubber 3 and Adidas Neighborhood, Xform Games November 2010

'Shockwave.com Online Game Of The Year' - Burnin' Rubber 3 and Adidas Neighborhood, Xform Games November 2010

'DMA Best Of Show' - Adidas Neighborhood, Xform Games Summer 2010

References

References and recommendation letter available upon request