

# David Katsma

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## Game Developer

I am a young Game Developer who enjoys playing and creating amazing games. I specialise in Programming but am a proficient Mechanics- and Concept- designer as well. Currently working with Serious games, looking towards Entertainment games.

## Education

*2012 - 2016*

**Bachelor International Game Architecture & Design - NHTV University of Applied Sciences, Breda Netherlands.**

- Proficient skills in Programming, 3D Art, and Game Design
- Work environment simulation course during which we create games
- Specialisation assignment focussed on procedural generation using Unity
- Graduation assignment focussed on tool development for external clients

## Previous Work Experience

*2017 - current*

**Junior Game Developer at GameSolutionsLab in Eindhoven**

My tasks exist out of working on several different projects for our clients. This often meant prototyping in short successions, with several products resulting from those prototypes. Responsibility over the internal development framework, which saved the development team over 2000 hours so far. Next to that I am the bug solver man, frequently colleagues come to me when they are stuck with a problem, after which a creative solution is born which fixes their predicament.

Technologies used were oftentimes Unity & C#, but also Node.js & JavaScript, I even dabbled in some C++ using OpenFrameWorks.

*2016 - 2017*

**Software and Web Developer at NetMatch Travel Solutions in Tilburg**

My tasks existed out of developing applications and extending current applications of NetMatch and their clients. My work focussed on using C# and the asp.NET library to create web applications. During my time at NetMatch I learned a lot about MVC 5 and asp.NET. I attained experience in Javascript, SQL, and HTML and further deepened my knowledge of C#

*2012 - 2016*

**Gamelab Team Lead**

During the first 2 and a half years of my education the study held a course which lasted 14 days over a period of 20 weeks at a time. During this period we would form teams

with other students to come up with- and create a game. This meant that before starting our graduation projects all of us would have developed at least 5 games in team format. the most notable experiences for me were the second and fifth GameLab, held at the end of my first and start of my third year respectively.

I was a Team Lead during these 2 gamelabs, the first one was a group of 9, the second a group of 19. During these two experiences I learned an amazing amount of what it means to lead a group of people, as well as the responsibility you hold over them, this was not always learned in a pretty way. The last project resulted in a cool 2.5D top down space shooter called Space-729.

## Skills and Technologies

**Programs:** Unity 3D, Unreal Engine 4, Maya, Photoshop, Visual studio, Sourcetree.

**Languages:** C#, C++, Javascript, HTML, Css, Less.

Native Dutch Speaker, fluent in English.

**Others:** Scrum, Git, Pen and Paper,

## Interests and Activities

Games like Super Meat Boy, Dark Souls, Heroes of the Storm, Minecraft, and practically every roguelike/lite I can humanly play.

Cooking, Reading, Baking, Weight Lifting, and playing board games with my wife, and friends.

Next to this I love expanding my knowledge and expertise when it comes to developing games. This creates a constant drive towards self improvement, some fields which I would like to gain more knowledge and know-how in are: Maths, Physics, Shaders (both art and programming perspective), Anatomy, Digital painting.