

Pepijn Willekens

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Education

2014 Bachelor in Multimedia &
Communication Technology
+ Minor in Creative Technology &
Entrepreneurship
↓
2018 Karel De Grote Hogeschool

2015 Indie Game Development
Headstart summer school

Work experience

The House of Indie vzw (Antwerp)

Coörganiser
Indie Game Salon
March 2016 → present

Manager of volunteers
Screenshake 2016

Coörganiser
Global Game Jam Antwerp 2016

Coörganiser
Screenshake 2017

Rekencentra NV (Ranst)

Apprenticeship: Software Developer
January 2014

Sileni studios (Hoboken)

Internship: Game Developer
February 2017 → June 2017

Highlighted projects

Boa Bonaza [Puzzle game](#) (internship)
Technology: Unity3D

Castle Void [Arcade Game](#)
Technology: Unity3D, C#, CG, Projector,
carpentry, Mirrors

PDT Planner [Study planner tool](#)
Technology: Angular 2, HTML, CSS,
Typescript

Characteristics

I care about doing things in group and connecting people with common interests.

I notice problems and take care of them, whether it's my responsibility or not.

I prefer to work in team, and evaluate work regularly with my colleagues.

I'm able to find creative solutions on a short deadline with limited resources.

I like to experiment and combine the physical and digital into new or reworked concepts.

I value good education a lot. I'm an easy learner, and always eager to learn more.

I often attend networking events. Knowing my industry gives more perspective to what I do.

Hard skills

I programmed in **Unity3D C#** for 17 different (game) projects.

I am the perfect person to contact with questions about **CSS**, and **HTML** of course.

I also worked quite a few times with **Javascript**, **Angular 2** and **JQuery**.

Git is of course one of my main development tools. It's so essential.

I have experience with **Arduino** and **Raspberry Pi (Python)** + insight in **electronic circuits**.

As I'm developing games as my hobby, **(Game) Design** is of course very important to me

I can model, animate and make materials in **Cinema 4D**.

I have insight on the **inner functioning of computers and networks**.

I have a good knowledge of **Photoshop** and can find my ways in **Illustrator**, **Premiere Pro** and **Indesign**