

# Pepijn Willekens

+32 4 98 84 64 21

www.pepijnwillekens.com

Mortsel, Belgium

pepijnwillekens@gmail.com

twitter.com/PepijnWillekens

## Education

- 2014 Bachelor in Multimedia & Communication Technology  
+ Minor in Creative Technology & Entrepreneurship  
↓  
2018 Karel De Grote Hogeschool
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- 2015 Indie Game Development  
Headstart summer school

## Work experience

### Events:

Coörganiser  
Indie Game Salon (monthly meetup)  
March 2016 → present  
Manager of volunteers  
Screenshake 2016 (game/art festival)

Coörganiser  
Screenshake 2017 (game/art festival)

Coörganiser  
Global Game Jam Antwerp 2016-2018  
Technical mentor  
!Flab (Booster program for interactive documentaries)

### Sileni studios (Hoboken)

Internship: Game Developer  
February 2017 → June 2017

### IMEC (Leuven/Ghent)

Internship: Unity VR/AR developer  
January 2018 → May 2018

## Highlighted projects

Boa Bonanza [Mobile Puzzle game](#)

Technology: Unity3D

Wind Golf [Instalation Game](#)

Technology: Unity3D, C#, Arduino, Carpentry,

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

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

I attend a lot of networking and industry events. Knowing my industry gives more perspective to what I do.

## Hard skills

I programmed in Unity3D C# for 20+ different (game) projects.

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

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

As I'm developing games Game Design is of course very important to me.

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

I can model, (basic) animate and make materials in Cinema 4D.

I have proper 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, After Effects and Indesign

Well, let's also mention that I'm quite experienced with doing CSS & HTML.

## Exhibitions

A MAZE / Berlin 2016: Intergalactic Jellyfish

Screenshake 2017 (Antwerp): Stray

Atsusacon 2017 (Ghent): Boa Bonanza

Playtime by CC Brugge (2018): Boa Bonanza

GDC 2018 (San Francisco): Wind Golf