



# Pepijn Willekens

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## About me

With a super wide interest in all sorts of things, I cannot see myself being in the same field of work for my whole life. I'm always eager to learn new things and dive into them.

I have a very critical and sceptic mindset. This means I will very often question things and try to learn the specific details of how things work.

I do not like having too much overhead time lost, and like to get results quickly. This also means that I tend to try optimise workflows where it seems useful.

## Languages

Dutch: Native  
English: Fluent  
French: Basic

## Event experience

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### Indie Game Salon (The House of Indie, Het Bos, Antwerp)

A monthly networking meetup for game developers in Flanders. Regularly combined with a seminar  
**(Co)organiser** • March 2016 - April 2018

- Planning of seminars and dates
- Online communication / marketing targeting local professionals

### Screenshake 2016 (The House of Indie, Het Bos, Antwerp)

International art indie game festival, featuring talks, exhibitions, parties, workshops and more  
**Manager of volunteers** • February 2016

- Coordinating and supporting 50 (international) volunteers during 3 full festival days

### Screenshake 2017 (The House of Indie, Het Bos, Antwerp)

International art indie game festival, featuring talks, exhibitions, parties, workshops and more  
**Coörganiser** • 2016 - 2017

- Supervision on creation of branding, print, signalisation, web development, catering
- Coordination with the team
- During the 3 festival days, fixing everything that goes wrong during such multifaceted events.

### Global Game Jam Antwerp (Het Bos)

A yearly weekend in which creatives team up to make a video game in 48 hours time

**Lead Organizer** • 2016 - now

- Marketing, Communication, Support for participants, coordination of volunteers, press contact
- Budgeting, Acquisition of Sponsors, sponsor relations, ticketing
- Planning, scheduling, website and other web presence, coordination with global organisation

### !F Lab – the Interfactual Lab (iDrops, Lille, FR)

An expert class for professional documentary makers to tell stories in interactive media

**Technical Mentor** • 2017

- Mentoring and supporting a participating teams to build a functional interactive prototype.

### One2Play 2019 (Happy Volcano, STUK Leuven)

An art exhibition showcasing a curated selection of indie games for a general public

**Manager of volunteers** • 2019

- Attracting and coordinating 10 volunteers during the 3-day exhibition.

## Education

### Bachelor in Multimedia & Communication Technology

+ Minor in Creative Technology & Entrepreneurship

2014 - 2018 • Karel De Grote Hogeschool (Antwerp)

### Indie Game Development

2015 • Headstart International Summer School (Antwerp)



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## Development experience

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### Sakari Games (Antwerp)

Game Programmer & much more • July 2019 → now

- Programming for Trail of Nanook, Rover Wars, + 8 other (client) projects.
- Porting and publishing for Steam, Mobile, Xbox, Nintendo Switch and Oculus Quest VR
- Machine learning, web development, data analysis, shaders, tool development...
- Custom hardware development (VR gun replica, GSM SIM-connected printer)
- Coordinating launch events
- Economy design
- Acquiring new clients, maintaining client contacts
- Texture creation in Substance Designer

### Boa Bonanza (Antwerp)

Game Developer & much more • June 2017 → January 2021

- Development, production planning, budget management, market research
- Business development, monetisation planning, video editing

### Happy Volcano (Leuven)

Game Programmer • January 2019 → June 2019

- Programming on The Almost Gone
- Translating desktop interactions to mobile, strong performance & code stability improvements
- VFX programming

### IMEC (Ghent, Application Prototyping Team)

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

- Programming on several ongoing internal Unity projects, in an agile scrum workflow
- Lead development on a AR interactive videoclip for the jazz/funk band STUFF.

### Sileni studios (Hoboken)

Internship Game Developer • February 2017 → June 2017

- Making around 5 prototypes for potential new videogames
- QA for Xbox release of Mayan Death Robots

## Hard skills

### Expert:

Unity3D (programming)

### Proficient:

Unity3D (other aspects)

Git (source control)

### General broad experience:

Web Development

Electronics / Arduino

### Competent:

Machine learning

Data analysis

Adobe CC tools

### Confidently quick enough:

Learning new digital tools

## Values & Characteristics

**Teamwork** - I am the most productive in close contact in a team (preferably on location). Quick communication, direct feedback & validation and a good atmosphere give me the energy I need.

**Network** - I believe in the value of having a strong and relevant network, to learn from each other and form relevant partnerships where it makes sense. I also love meeting new people.

**People & Joy** - It makes no sense to work somewhere if you don't enjoy it. Finding this joy and creating it for you and your colleagues is what keeps you going. Company culture is my #1 criteria for jobs.

**Impact on society** - A job that, in the end, doesn't add value to society might as well not exist. Personal growth is nice, but doesn't make a difference in the bigger picture.

**Interdisciplinary collaboration** - This is where the cool new things come from.