

# Roel Versteeg

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21-09-1998

Dutch



## ABOUT ME

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I am a creative technologist who likes to apply the latest technologies. I have a passion for games and making them. For my minor I have already published an Android game and a PC game together with a team of students. Shortly after graduating I started as a freelance game developer and as a result I made my hobby my job. Currently I have been doing freelance work for over 3 years. In my spare time I build gadgets and movie props using 3D printing and use Arduinos to make various projects.

## WORK EXPERIENCE

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### Freelance game programmer

26-08-2021 – current

Rovex Studio | <https://rovexstudio.com/>

- General programmer (Gameplay, User Interface, Editor Tools, etc.)
- Systems Designer
- Gameplay artist

### Graduation internship Embedded Systems

01-02-2021 – 12-07-2021

Ultimaker | <https://ultimaker.com/nl/>

- *Confidential*

### Internship programmer

01-09-2019 – 01-12-2019

Q42 | <https://www.q42.nl/>

- Programming front and backend for Phillips Hue

### Sales assistant , Warehouse worker

01-11-2013 – 01-02-2021

Verhuisboxen | [www.verhuisboxen.nl](http://www.verhuisboxen.nl)

- Selling of moving boxes and materials
- Replenishing warehouse stock
- Contribute to work optimisation

## PROJECT EXPERIENCE

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### **Rail Route (PC) 2024**

**Roles:** Gameplay programmer, Game Designer

**Languages:** C#

**Misc:** Rail Route is a 2D train dispatcher simulator game. You design, build and expand your train network in a wide selection of premade maps based on real work locations. But you can also build your own maps from scratch, or download one of the many maps in the Steam Workshop.

I joined this project around August of 2021. At this time the game had been in early access for a few years already and the original developers where ready to get some more hands on deck to get the game ready for 1.0. So for the next 3 years I worked on this game touching nearly every part of it, from discussing with the community, to bug fixing, to making entire new features and even a DLC after full release on February 22 2024. I have also made some Unity editor tools to aid in development.

### **Live Inc. (PC) 2021**

**Roles:** Gameplay programmer, Network programmer, Code convention maker, GitHub coordinator

**Languages:** C#

**Misc:** A 3D online multiplayer 2 vs 2 game set in the 80s where one team acts as infiltrators breaking into an office building at night, to collect evidence that can be used to incriminate the company, while the other team takes on the role of security and tries to catch the infiltrators. A 16 person minor project, including artists, programmers, game designers and a project manager, made in the Unity engine. I was solely responsible for implementing multiplayer functionality using Steamworks and designing gameplay features such that they work with multiplayer. I also implemented gameplay mechanics, UI and Vivox voice communication. During the project I also set up code conventions and the GitHub workflow and helped the team follow them.

### **Bob the Robber (Android) 2020**

**Roles:** Gameplay programmer, Artist, Game designer

**Languages:** C#

**Misc:** A 2D top down action-adventure where you play as a robber that has to steal the loot and escape. A 4 person minor project, including artists and programmers made in the Unity engine. I helped design the gameplay and implemented gameplay mechanics. I also created some art for the game.

### **City Overflow (PC) *unreleased tech demo***

**Roles:** Gameplay programmer

**Languages:** C#

**Misc:** A 3D tech demo that served to explore the possibility to use the game concept for a full game. The game focussed on using the Nvidia Flex plugin for Unity to make a game where you have to guide a fluid source to several destinations by building a pipe network. The fluid was a particle-based simulation for real-time fluid physics. A 4 person minor project, including artists and programmers made in the Unity engine. I came up with the concept and explored several real time fluid simulation techniques to use in the demo. I implemented the fluid simulation and gameplay mechanics surrounding it. Ultimately the demo proved to be too performance intensive for the average pc hardware of our target audience.

**Quest for Redemption (PC) *unreleased***

**Roles:** Gameplay programmer, Network programmer, Game designer, Code convention maker, GitHub coordinator.

**Languages:** C#

**Misc:** A 3D MMO with professions, an open world, quests and realistic contact and strategy based combat mechanics. A 6 person hobby project, including an artist, programmers, composer and animator made in Unity. I am responsible for implementing multiplayer functionality using Steamworks and designing gameplay features such that they work with multiplayer. I also implement gameplay mechanics, UI, shaders and lighting. During the project I also set up code conventions and the GitHub workflow and help the team follow them.

*More projects can be found on my portfolio website: [www.rovex.nl](http://www.rovex.nl).*

## EDUCATION

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**Rotterdam University of Applied Sciences**  
Rotterdam Wijnhaven, Zuid-Holland  
*Creative Media and Game Technologies (CMGT)*

03-09-2017 – 5-7-2021

- Propedeuse
- Bachelor of Science (Fulltime)
- Minor Game Design & Development

**Fortes Lyceum**  
Gorinchem Wijdschildlaan, Zuid-Holland  
*Natuur en Gezondheid (NG)*

05-07-2017

- HAVO
- Technasium certificate

## SIDELINE ACTIVITIES

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Volunteer hut building  
Speel-In | <http://www.speelin.nl/>

11 Days/year in 2015, 2016, 2018

- Setting up and cleaning up Speel-In event
- Supervise and assist children in hut building

## SKILLS AND COMPETENCES

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### Programming languages

- Professional experience with C++ / Blueprints for Unreal Engine (3 months)
- C# for Unity (6 years of which 3 years professional)
- C/C++ for Arduino (6 years)
- Non-professional experience with Python, TypeScript, JavaScript, Java, PHP, MySQL, HTML, CSS

### Software

- Database: SQL databases
- CAD Design: Autodesk Fusion 360, Google Sketchup
- Platforms: Microsoft Windows, Ubuntu Server, Arduino, Raspberry Pi
- Graphical design: Adobe Photoshop
- Video Editing: Adobe Premiere

### Languages

- Dutch: excellent
- English: excellent

### Machines

- Forklift
- Reach truck
- 3D printer

## INTERESTS AND HOBBIES

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- 3D printing
- 3D CAD design
- Gaming
- Game development
- Virtual Reality
- Making smart objects with Arduino and sensors
- Making music with piano and bass guitar
- Computer repair, building, support and maintenance.
- General technical help