

# Software Developer, Gameplay Programmer, Designer, Writer

## Curriculum Vitae

### Josh van Asten

Enschede, the Netherlands

*Shipped a simulator to a client. Released an internal tool. Prototyped or finished over 20 different games and over 45 practical assignments. Released three different short stories.*

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## Experience:

### (2022) Worked at Controllab—Programmer, Unity Developer

- Shipped a training simulator to an external client coupling the company's custom physics simulation to a Unity visualisation.
- Developed the functionality and interface for an internal tool that interfaces with running simulations from an external device.
- Assisted on the marketing team with promotional actions, flyers, and videos.

### (2019) Internship at GameLab Oost—Programmer, Team Leader

- Developed an internal project for the company over 6 months.
- Heavily influenced design & concept of final application & puzzles therein.
- Led a team of three MBO-level programmers working on the gameplay features.

### (2020) Venice: Tides to Come—Leader Programmer, Designer, Writer

- Lead programmer on a 6 month long project; in charge of code integrity.
- Developed a dual FPS & VR experience for an exploratory game focusing on the United Nations Sustainable Development Goal #13: Climate Action.
- Created the vast majority of gameplay code & frameworks. Also took part in the game's design, UI, audio, and trailers.

### (2021) **Kwekerij—Programmer**

- Developed crop planting rotation tool for new urban farmers.
- Worked with Genetic Algorithms to find optimal solutions over thousands of generations.

### (2017) **Hooked—Programmer, Designer**

- Worked on a fishing game to teach children about sonar & ocean pollution.
- Created language-less experience, scaling experience for an audience of children of different mother tongues, age, and skill levels.
- Game was installed and playable on installations at the Oyfo Techniekmuseum.

### (2016) **Nuclear Rangers—Programmer, Designer**

- Designed and programmed a vehicle-based sports game.
- Held centre place at university's public arcade machine.
- Released a balance patch 5 years after the game came out rebalancing classes, cutting file size, fixing bugs, and restoring lost features.

## Languages:

**English:** Native proficiency

**Dutch:** Working proficiency

**Afrikaans:** Colloquial proficiency

**Persian:** Beginner's proficiency

## Abilities:

**Skills:** *Unity, C#, C++, Python, JSON, XML, OOP, Git, Writing, Audio Editing, Video Editing.*

**Interests:** *Design, Narrative, Gameplay Programming, Software Architecture, Generative Art, Purpose & Message.*

## Education:

### (2015–2021) **Bachelors of Science in Creative Media & Game Technologies**

- *Minor in Procedural Generation.*
- *Graduation in VR & Digital Twins.*
- *Internship & two client projects in serious games.*

### (2010–2014) **High School diploma in Information Technology**

## Extra-curricular:

### Activities:

- Summer Game Dev—2nd place game
  - Utrecht, 2017 via the Dutch Game Garden
- Global Game Jams 2020, 2018, 2017, 2016
- Garage2020/SamenToekomstMaken national Hackathon against child abuse, 2019

**Groups:**

- UNICEF [Student Team Enschede](#)
- Community centre: Stichting [BEIEN](#)
- African Student Association: [AFRISA](#)
- Theatre Association: [NEST](#)
- Art collective: [Merveilles](#)