Ramses Di Perna

Details

Citizenship: The Netherlands
Date of Birth: 22-05-1996
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About Me

I am an all- around programmer who is specialized in game development.
Always very motivated and driven to make the best out of the projects I am
working on. I love programming, it is always very challenging and every day
you learn something new about it, the things you can do with it are limitless.
Next to programming I like to do different kinds of sports and play games of
various genres if well executed, if I find time to do so here and there.

Skills

Programming Languages	Knowledge / Abilities
- ActionScript 3 - C# & .Net - HTML5 - CSS - JavaScript - PHP - MySQL(l) - Java - Lua	- Unity3D - Engine - LibGdx - Framework - P5js - Framework - Laravel - Web Framework - Git & SVN - Gitflow in Bash & GUI. - Scrum - QA - Gameplay & UI Programming - System Architecture / Design Patterns - Client / Web (In-House) Tools - Knowledge in Adobe / Office Software (Game) Programming, Game Design and Game Development

Experience

Sparkling Society — *Programmer*

Delft - February 2018 - Present

- Gameplay, UI and Core Systems Programming
- Full-Stack Web Development (In-house tools)
- Porting Games to various platforms (Xiaomi, UWP, Amazon, OSX)
- Back-up Lead Programmer

Mediacollege Amsterdam — *Software Development Instructor*

Amsterdam - November 2020 - July 2021
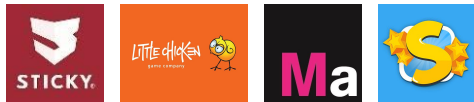
Little Chicken - Intern — *Gameplay & UI Programmer*

Amsterdam - Augustus 2016 - February 2017

- My second game related internship.
- Worked on products including types such as AR & VR

Sticky Studios - Intern — *Gameplay & UI Programmer*

Utrecht - February 2016 - July 2016

- My first game related internship.
- Worked on products including 'Suicide Squad: Special Ops'

Education

Mediacollege, Amsterdam — *Game Development*

Augustus 2013 - July 2017

- MBO Quality 4. Game Development Including ActionScript 3, Unity + C# .Net

- Tutoring in coding ActionScript 3
- Excellence program Studio "TopNok"

Martinuscollege, Bovenkarspel — *Digital Service Delivery*

Augustus 2009 - July 2013

- VMBO-Kader section Economies. Adobe and Microsoft Office

Diplomas / Certificates

Diploma - Mediacollege — *Application and Game Development* (2017)

Certificate - Mediacollege — *Excellence Program "TopNok"* (2016)

Certificate - Dutch Game Garden— *Summer Game Dev 2015* (2015)

Diploma - Martinuscollege — *Digital Service Delivery* (2013)

Other

Event - Global Game Jam 2020 - "*Repair*", Hilversum *(2020)*

Event - Global Game Jam 2018 - "*Transmission*", Hilversum *(2018)*

Event - Global Game Jam 2016 - "*Ritual*", Hilversum *(2016)*
- Awards BEST GAME & BEST ART won with our game "Nice To Mate You!"

Event - PILLO Summer Jam 2015, Eindhoven *(2015)*

Event - Summer Game Dev 2015 - Utrecht *(2015)*
- Dutch Game Garden Game Jam - Second Place