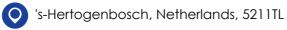
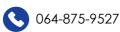
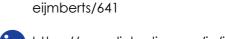
Joris Eijmberts

Software Engineer











https://www.linkedin.com/in/joriseijmberts-7670b7

Looking for a challenging role at a reputable organization where I can utilize my skills as a software engineer to contribute to the growth of the company as well as enhance my own knowledge and skillset.



Work History

2021-11 - Current

Team Lead

Anycoin Direct, Veghel, The Netherlands

- Led a development team of 4 developers
- Filled the role as system owner of the Anycoin Vault.
- Planned work and tracked progress using Scrum methodology.
- Mentored interns during their internship by helping with planning, designing and building their projects.

2021-01 - Current

Software Engineer

Anycoin Direct, Veghel, The Netherlands

- Contribute and optimize an existing code base.
- Design and build scalable, secure financial microservice applications.
- Integrated third-party tools and components into applications.
- Provided guidance and mentored less-experienced staff members.
- Designed and created a framework to quickly create new micro-frontend applications

2021-08 - 2022-12

Freelance Game Developer

The Tall Ones V.O.F., Eindhoven, Noord Brabant

- Converting and optimizing an existing Nintendo switch (Tied Together) game to WebGL
- · Implementing my graduation project into an existing game

2019-09 - 2021-01

Game Developer Intern (Graduation)

The Tall Ones V.O.F., Eindhoven, Noord Brabant

- Desing and create a crossplatform Unity plugin with at unified API to handle game feature like achievements, cloud saves, user data.
- Plan an track project progress using the scrum methodology.
- Implement new game systems into an existing code base for a Nintendo Switch game.

2019-07 - 2020-01

Unity Game Developer / DevOps Engineer

Game Solutions Lab, Eindhoven, Noord Brabant

- Create Ci/Cd pipelines for existing apps (Android & iOS) using Jetbrains' Teamcity.
- Creating new and modifying existing game features in published apps.

2018-09 - 2019-01

Game Developer Intern

Napalm Tree, Eindhoven, Noord Brabant

- Design and create an in-game level editor for an existing game (Tied Together) on the Nintendo Switch.
- Optimizing load times for existing levels.
- Plan an track project progress using the scrum methodology



Education

2017-09 - 2020-07

Bachelor of Science: Software Engineering

Fontys Hogenscholen - Eindhoven



Skills	
.NET Core	
C++	
TypeScript	
Angular	
Azure	
Srum	
Unity Game engine	
Java	
Project planning	
Participating in meetings	
	C++ TypeScript Angular Azure Srum Unity Game engine Java Project planning