

# Joris Eijmberts

## Software Engineer



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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*

- Design and create a crossplatform Unity plugin with a unified API to handle game features like achievements, cloud saves, user data.
- Plan and 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 Hogescholen - Eindhoven



## Skills



.NET Core



C++



TypeScript



Angular



Azure



Scrum



Unity Game engine



Java



Project planning



Participating in meetings

