

Jur Kampman

Contact: jurkampman@gmail.com

Links: [Portfolio](#) | [GitHub](#) | [LinkedIn](#)

Country: Netherlands (GMT+2)

SUMMARY

Game Developer with over 10 years of professional experience creating games for PC, console and mobile. Excellent problem-solving skills and a great eye for detail, designing project architecture to ensure minimal tech-debt. Greatly contributes to projects by providing implementation ideas through a skill set so large, generally unseen in other unity developers. Committed to listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to surpass expectations.

SKILLS

Technical Skills: Unity Core Skills; Game Programming; PC/Mobile/Console Development; Unity Tool Development; Debugging; Profiling; Multiplayer; Physics; Advanced Algebra, AI, Audio Implementation, Multithreading, Shaders, Optimization

Software/Tools: Unity; Blender; Paint.NET; GitHub; BitBucket; TortoiseSVN; SourceTree

Project Development: Discord; Trello; Slack; Figma; Milanote; FMOD

Soft Skills: Problem-Solving; Great Communication; Excellent Researcher; Effective independent/collaborative team member; Actively Engaging; Team Player; Highly Motivated

WORK EXPERIENCE

Jan 2017 - Aug 2019 &

Sep 2024 - Juli 2026

Unity Developer, Triangle Studios

- Implementation of various advertisements including ads, promotional videos and microtransactions for mobile titles.
- Create high performance UI implementations for mobile titles.
- Develop special tools to drastically improve performance including a binary serializer, mesh generation and a replay system.
- Develop an engine and AI for a simultaneous-turn based tactical RPG.
- Animation, Audio and other visual implementations.

Mar 2020 - Feb 2024

Lead Unity Developer, OrionGames

- Develop core game features like saving/loading, Dynamic Scene loading, AI and more.
- Develop editor tools to improve workflow, establish clear responsibilities for others and increase game performance.
- Improve performance of game critical features to the absolute limit.
- Interview, hire and mentor new programmers.
- Collaborate with artists, animators and musicians on tasks and make sure to provide tech support when needed.
- Contribute to daily meetings with ideas and thoughts on the direction of the projects in development.
- Improve workflow and clarity for everyone by contributing to documentation and project management tools.

Aug 2019 - Feb 2020

Unity Assetstore Developer, FirstFinal

- In depth research of scriptable objects.
- Assembly lookup for compatible unity editor scripts.
- Code generation, cleanup and scriptable object data stocking.
- Extensive testing and debugging.
- Company Creation, Publishing, Marketing and ongoing Customer Support.

PROJECT EXPERIENCE

Project Name: Nyana; OrionGames (Windows, Switch) [Portfolio](#) | [Steam](#)

- 3D to 2D rendered platforming game with combat.
- Created with a remote team of 9 people (2 programmers) spread across the world in Unity/C#.
- Developed AI, Character Controller, Base Building, Custom Physics, Saving/Loading, Camera Controls.

Project Name: Arto; OrionGames (Windows) [Portfolio](#) | [Steam](#)

- 3D open world hack & slash adventure game with world painting mechanics.
- Created with a remote team of 10 people (2 programmers) spread across the world in Unity/C#.
- Developed AI, Character Controller, Saving/Loading, Pathfinding, Binary Serializer, Compute Shaders, Graphic Shaders, Profiling, Progression Tracking, Soft Loading, Multithreading, UI, Editor Tools, Fish Flocking Simulator, Custom Physics.

Project Name: SheetCodes; FirstFinal (Unity Assetstore) [Portfolio](#) | [Assetstore](#) | [GitHub](#)

- Editor Tool that combines the user interface of Google Sheets with the flexibility of the Unity Editor and Scriptable Objects.
- Created by me alone in Unity Editor/C#.
- Custom Editor UI, Unit Tests, Scriptable Object Research, Code Generation/Cleanup, Assembly Reading, JSON, Free Version.

Project Name: Pocket Cowboys; Triangle Studios (IOS/Android) [Portfolio](#) | [Website](#)

- Mobile Strategy-Turn Based game where actions are resolved simultaneously.
- Created with a team of 6 people (2 programmers) in an office building in Unity/C#.
- Developed AI, Game Engine, Replay system, Binary Serializer, UI, microtransactions, Analytics, Meta Progression.

EDUCATION

2009 - 2015

Bachelor's Degree Information Sciences, Christelijke Hogeschool Windesheim

AWARDS

2015

1st in hackathon Movin Software Zwolle.

2007

3rd in a national math competition 'Kangoeroe wedstrijd'.