INGMAR VAN BUSSCHBACH
Game developer

PHONE:
+31 6 28291231

MAIL:
ingmarmatthis@gmail.com

BIRTHDAY:
13-04-2001

PORTFOLIO:
https://ingmarmatthis.nl/

LOCATED:
Breda,
The netherlands
*willing to relocate

PROFILE INFORMATION

A creative and detail-oriented game developer with five years of experience in Unreal Engine and Unity. Skilled in technical art, gameplay programming, and in QA testing, I bring strong skills in HLSL, Shader Graph, Blueprints, C#, and JavaScript. My agile, test-driven approach has shaped me into an adaptable team player focused on quality and innovation.

SKILLS

- 5 years of development and design work in **Unreal Engine**

- 4 years of development and design work in **Unity**

- 2 years of **QA testing** experience

- High **HLSL** and **Shader Graph** proficiency for **technical art** and **procedural generation tasks**

- High **Blueprints, C#** and **Javascript** proficiency for **general development tasks**

- High proficiency in a **test-and-iteration driven agile workflow**

EDUCATION AND WORK EXPERIANCES

- High school HAVO Degree (2019)

- MBO4 Game Development Degree (2023)

- Internship at Fullstack Rebels as a game developer and designer (2022-2023)

- Studied Game Design at Breda Universities of Applied Sciences (2024)

SOFTSKILLS

- Driven
- Assertive
- Innovative
- Attention to detail
- Creative
- Determined
- Responsible
- Organized

CREDITED FOR THE FOLLOWING GAMES:

- **Generation Zero** (2018, ongoing) Private Beta Tester
  https://generationzero.com/en Generation Zero

- **Project Acceleracer** (2020, ongoing) – Product Owner, Lead Developer, Project Manager
  https://project-acceleracer.fandom.com/wiki/Project_Acceleracer_Wiki Project Acceleracer

- **Gravity Up** (2023) – Product Owner, Lead Developer
  https://ingmar-van-busschbach.itch.io/gravityup

- **Copper Clash** (2024) – Systems Designer
  https://buas.itch.io/team-pepper