

# Joey Fladderak

Game developer

---

Experienced game developer, having 5 years of hands on experience with all stages of game development.

## Personal details

**Name:** Joey J. Fladderak  
**Date of Birth:** 22-11-1986  
**Nationality:** Dutch  
**Residence:** Nieuwegein, the Netherlands  
**Languages:** Dutch (native), English (fluent)  
**E-mail:** [joey.fladderak@gmail.com](mailto:joey.fladderak@gmail.com)  
**Website:** <https://www.joeyfladderak.com>

## Competencies

**Languages:** C# (6 years), C++ (5 years), Various shader languages (7 years)  
**Software:** Visual studio, Unity3D, GIT, Windows, Android, iOS, MacOS, Jira, Confluence, MS office, Jenkins  
**Familiar with:** Object Oriented Programming, Design Patterns, SCRUM

## Work Experience

**07-2014 – current:** Game Developer  
Talespin (previously Sticky Studios)  
Utrecht, the Netherlands

- Technical lead on various projects
- Gameplay, tools and graphic programming
- Optimization

**09-2013 – 07-2014:** Graphics programmer intern  
Digital Dreams  
Utrecht, the Netherlands

- Full responsibility for the graphics programming side
- Shader programming and visual effects programming
- Optimizations and help with gameplay programming where needed

## Education

**2009 – 2014:** International Game Architecture and Design  
NHTV University of Applied Sciences  
Breda, the Netherlands  
Graduated  
HBO

**2007 – 2009:** Business Information Technology  
The Hague University of Applied Sciences  
The Hague, the Netherlands  
Propeduse acquired  
HBO

**2003 – 2007:** ICT Manager  
Mondriaan College  
Delft, the Netherlands  
Graduated  
MBO-4

## Released Projects

- 2018 - 2019**     **“Cold Calling”**, Technical lead and programmer  
An app to simulate a phone call making use of speech to text and text to speech, to learn various skills associated with cold calling
- Leading a team and overall technical design of the application
  - Backend integration with a custom external server with application content
- 2018**           **“Shepard Fairey – Damaged”**, Programmer  
A virtual exposition of “Damaged” from Shepard Fairey on Mobile and VR.
- Motion controls (gyroscope)
  - AR integration
  - Realtime planar reflections. (Mobile and VR)
  - Optimization
- 2017-2018**     **“Project Rampage VR”**, Technical lead and programmer  
A VR game based on the 2018 Rampage movie for Mobile and Desktop
- Leading a team and overall technical design of the application
  - Destruction mechanics
  - Optimization
- 2017**           **“Geostorm”**, Programmer  
A puzzle game much like the Lara Croft and Hitman GO series for mobile and desktop
- Puzzle design
  - Implementing re-usable puzzle elements
  - Desktop (Steam) porting
- 2016 - 2017**   **“King Arthur – Legend of the sword”**, Programmer  
A brawler game based on the same 2017 movie for Mobile
- Fighting mechanics and player-ai interaction
  - Spawning logic for enemies
  - VR porting
- 2016**           **“Suicide Squad: Special ops VR”**, Technical lead and programmer  
An on-rails VR port of the same game for Mobile
- GearVR/Oculus integration
  - Optimization
- 2015 – 2016**   **“Stage Rush: Imagine Dragons”**, Programmer  
An endless runner game with Image Dragons for charity
- Various gameplay mechanics
  - Pet system
  - Objectives integration
- 2015**           **“The Man From Uncle: Mission Berlin”**, Programmer  
A third person shooter in the style of GTA like games
- Camera controls and behavior
  - Mission system
  - Enemy A.I.
  - Optimization
- 2014 – 2015**   **“Frozen: Anna’s garden”**, Programmer  
A game where you have to help Anna grow a garden and maintain it
- Hybrid plant growing logic
  - Tools interactions
  - Optimization
- 2014**           **“Mickey’s Magical Arts World: Pluto’s Toy Emporium”**, Programmer  
A Game where you can create a toy by painting and decorating it at various stations
- Base painting logic
  - Various station interactions
  - Snapshot logic
- 2014**           **“Interstellar”**, Programmer  
A game where you can create your own solar system and explore it
- Planet customization

## Personal interests

- Photography
- Gaming
- Reading
- Grabbing a beer with friends
- Going out and see interesting things