

Joey Fladderak

Senior Developer

Experienced developer, having over 6 years of hands on experience with all stages of development. Excited about all things new and unexplored.

Personal details

Name: Joey J. Fladderak
Date of Birth: 22-11-1986
Nationality: Dutch
Residence: Nieuwegein, the Netherlands
Languages: Dutch (native), English (fluent)
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Competencies

Languages: C# (7+ 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: XR, Object Oriented Programming, Design Patterns, SCRUM

Work Experience

11-2018 – current: Senior Developer
Talespin (previously Sticky Studios)
Utrecht, the Netherlands

- Authoring Tools Development
- Research and Development

07-2014 – 11-2018: Senior Developer
Sticky Studios
Utrecht, the Netherlands

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

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

Professional experience

- 2020 - present** **“Authoring Tool Development”**, Programmer
Working on an authoring tool that allows the user to create virtual trainings that can be played back by an external application.
- Performance authoring (3D “virtual human” animation and speech authoring)
 - Speech synthesis integration
- 2018 - 2020** **“Internal Research and Development”**, Programmer
Performing internal research to strengthen our existing products and find potential leads for new products. Starting from Q2 2019 officially as research engineer
- 2019** **“Rise of the TMNT: Power up!”**, Programmer
A game with various mini games in a single app, making use of the Gyroscope and AR functionality.
- AR Integration
 - Gameplay foundation for the Oozesquito AR game
- 2019** **“Karl Storz – Operating room of the Future”**, Programmer
An app that showcases various pieces of equipment in an operating room that the user can interact with, narrated by a holographic projection
- Sole developer from start to finish, developing one application for multiple platforms on Mobile, desktop and VR
- 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
- 2013 – 2014** ***“Metrico”***, Graphics programmer (intern)
A game where to world is made up of infographics, driven by your input. All the bar charts, line diagrams and pie charts react to what the player is doing.
- Full responsibility for the graphics programming side
 - Shader programming and visual effects programming
 - Optimizations and help with gameplay programming where needed

Personal interests

- Photography
- Hiking
- Bonsai
- Gaming
- Reading