

# Hans Meulblok

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## Education

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### Amsterdam University of Applied Sciences

Amsterdam, Netherlands

BACHELOR IN GAME DEVELOPMENT

2018 – 2023

GPA: 3.4

### Institute of Technology Carlow

Carlow, Ireland

EXCHANGE IN COMPUTER GAMES DEVELOPMENT

2021 – 2022

GPA: 3.4

## Work Experience

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### AR-Producties

Amsterdam, Netherlands

INTERN UNITY DEVELOPER / EVENT OPERATOR / ORGANISER IMMERSIVE EXPERIENCES

October 2020 – June 2021

- Developing and implementing code for VR/AR games and business solutions using Unity game engine
- Integrating various hardware and software technologies such as sensors, haptics, and mobile devices with VR/AR applications.
- Delivering essential information on exhibitors, products, and services, along with event details. Additionally, provide hands-on technical support and Troubleshoot exhibitors' equipment to ensure smooth event operations.

### Gerson Lehrman Group (GLG)

Remote

IT CONSULTANT

December 2021 – June 2022

- Provide expert insights and guidance to clients seeking information, advice and solutions in my area of expertise.
- Participate in one-on-one consultations and conference calls with clients to address their questions and concerns.
- Adhere to ethical and confidentiality guidelines when sharing information and insights.

### Wanted 5 Games

Haarlem, Netherlands

INTERN GAME DEVELOPER

September 2022 – February 2023

- Developing and maintaining game mechanics, systems, and features using PlayCanvas and Javascript.
- Conducting testing and quality assurance checks on game code and features to ensure high quality standards are met.
- Optimizing game performance and improving the user experience through efficient coding practices.

### Millstone Entertainment

Remote

FREELANCE GAME AND WEB DEVELOPER

March 2023 – Present

- Creating responsive and visually appealing websites.
- Component or game projects in Unity3D

### RWS Group

Remote

MULTILINGUAL PROMPT RATER AND TRANSLATOR

May 2023 – March 2024

- Skillfully rate and translate prompts in Dutch and English, ensuring linguistic accuracy and fluency for RWS Group projects.
- Assess and rate prompts per project guidelines, maintaining high linguistic quality and consistency.
- Adhere to strict data security and PII guidelines to protect user information while managing sensitive tasks.

### Nintendo of Europe

Frankfurt am Main, Germany

QUALITY ASSURANCE TESTER

March, 2024 – Present

- Meticulously test gameplay mechanics and systems, identifying and reporting bugs to ensure a seamless player experience.
- Verify Dutch localization for linguistic and cultural consistency throughout the game.
- Utilize expertise in Nintendo hardware and software to perform rigorous testing, optimizing performance and functionality.

## Skills

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- (Game) Development:** expertise in Unity and C#, .NET, PlayCanvas, Javascript, experienced in VR/AR integration
- Design:** designing immersive experiences, user-focused development, optimizing game mechanics
- Project Management:** overseeing projects, agile development, coordinating with international teams, remote and on-site
- Quality Assurance:** gameplay testing, localization verification, culturalization for diverse audiences, hardware and software
- Communication Skills:** skilled in presentations, public speaking, event operations, conveying complex information clearly
- Problem-Solving:** resilient, thrives under pressure, adaptable to evolving project requirements, creative thinking
- Global Perspective:** international team experience, adaptability from extensive travel, cross-cultural collaboration

