

WANTED: PROGRAMMER

Who

You will be working with me: Astrid Huntjens. I study Game Design and Development at the Hogeschool voor de Kunsten Utrecht and am currently in my fourth and last year. I will graduate with a master title at the end of this educational year. I am an aspiring game designer.

Why

I want to develop a casual game for smartphones and tablets, or a game that's story centered for smartphones and tablets. I can do the design, but cannot program. That's why I need you: a programmer, who can take care of the program part of the project.

Goal

The goal is to develop something that's strong in it's mechanics, concept and prototypes: something that we can proudly show in our portfolios.

After finishing the project we can decide if we want to continue working on the game to put it on the market. That would be the ultimate goal.

When

February – July (roughly)

Where

I might get a room from and at my school,

but I cannot confirm this yet. If this won't happen, we can always work at the VU, at home; anywhere that pleases us.

What I look for in a programmer:

- Skilled in a programming language which can be ported to smartphones/tablets, or who could learn this fast
- International student (fluent English) or Dutch student
- Someone who really wants to work on a game

Bonus:

- Has programmed games before
- Experience with Unity3D

What can I offer you:

- Anton Eliens mentioned to me that you can support my graduation project in the form of a 6 ECTS course, or as your own graduation project (18 or 36 ECTS)
- If you want to, you are more than welcome to take part in the design of the game
- If we get to finish the game, I would love to put it on the market
- I am flexible and hardworking