

Summary

Joeri is a digital native, educated in game design and development. After several years of professional experience in Quality Assurance for video game studios he has since developed within a broader multimedia context and was most recently employed as frontend & backend developer. He's completed a course in React JS and writes front/backends in Typescript using Vite and Fastify.

In his free time Joeri runs the website, social media and organisational channels of a large European competitive gaming community, develops his own games and ventures outside to sketch and take photographs.

portfolio: joerivanees.com

Suprevo | Frontend & Backend Developer

The Hague, NL | Jan 2022 – Jan 2023

- Coding responsive HTML, SCSS and JS frontend, compiled with Gulp using NPM.
- Composing reusable blocks and forms in wordpress using ACF and Gravity Forms and then implementing those on backend using PHP.
- Monthly wordpress maintenance round of about 24 sites under service contract
- Establishing and maintaining a project and maintenance workflow using Fibery.io
- Built and maintained an HTML/JS/SCSS component library in Sveltekit.

S.A.M.E Circuit | Communications, Project Lead, Media Content Creation

Remote, Europe | Nov 2020 – Nov 2021

- Communication: press kit, press outreach, coordination between circuit and event
- Organisers/partners/production, circuit website/start.gg page content maintenance.
- Media: circuit's logo design, promotional graphics, video edits,
- Social media coverage (SmashEurope, Beyond The Summit), gather/prepare media for production, YouTube edits/uploads.
- Organisation: scheduling meetings, structuring gdrive folders/conversation servers.

SmashEurope | Co-initiator, Content Creator, Social Media Manager, Web Maintenance, Owner Remote, Europe | Oct 2014 - Present

- Website's pre-production: logo design, layout, house-style, promotional art and rough
- Editing of video trailers.
- Writing for the site, maintaining our social media accounts and production for the overall initiative, which involves the most important community leaders from various European countries.
- Maintaining relations with various communities that interact with our social media channels.

Paladin Studios | QA Analyst, Medior Game QA Tester

The Hague, NL | Dec 2015 - Nov 2018

- Reporting bugs in Trello and Jira for Rob & Roll, Momonga Pinball Adventures,
- Galaga Wars, Stormbound, My Tamagotchi Forever and several other games.
- Established streamlined bug reporting workflow in Jira and Trello.
- Testing builds for regression and stability prior to delivery to clients

Vanguard Games | Engine QA Internship with a bit of Level Design

Amsterdam, NL | July 2012 - June 2013

- Maintaining bug databases for the company's internal tool-set.
- Assisting in level design.
- Testing builds before they went to the production branch
- Creating workflow with AutoIT and Ranorex Studio to automate parts of the testing routines.

Education

Utrecht School of the Arts, Utrecht

BA, Game Design & Development
2008 – 2013

NHTV, University of Applied sciences, Breda

International Game Architecture and Design
2007 – 2008

Graphic Lyceum, Rotterdam

Games and Animation
2005 – 2006

Languages

Native
Dutch

Fluent
English

Digital Skills

Design Thinking
Artistic Fundamentals
Artistic Insight
Adobe Photoshop
Adobe Premiere Pro
Editing Video
Social Media markup
Project Management
ReactJS | Typescript
Fastify | NodeJS | PHP
HTML, SCSS
Javascript | JQuery
Wordpress + Plugins
Git(lab/hub)
C# | Unity 3D

Interests

Web Frontend Development
Web Backend Development
Design
Game Development
(digital and analog)
Photography
Drawing
Competitive gaming
Video Editing
Writing
Animation
Politics