



Jamila Huizinga

Game designer and developer

ABOUT ME

I am a game developer, and I am also eager to take on responsibilities in a managerial role in the future. I love creating worlds or characters and I find a lot of joy in analyzing why and how a game will be fun to play, which mechanic and feedback is needed to give the player the desired satisfaction and how to balance all of it in the end. I also enjoy bringing my ideas to life by building and coding prototypes.

Contact

Residence: 53117 Bonn

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Skills

Unity	● ● ● ● ●
C#	● ● ● ● ●
Maya	● ● ● ● ●
ZBrush	● ● ● ● ●
Substance Painter	● ● ● ● ●
Photoshop	● ● ● ● ●
Office	● ● ● ● ●
Flexibility	● ● ● ● ●
Communication	● ● ● ● ●
Management	● ● ● ● ●

Language

English: advanced knowledge

French: basic knowledge

Experience

- **since April 2024**
Gamemaster at Fluchtgefahr Bonn in part-time employment
- **April 2024**
Internship as Coder and Leveldesigner at Turtle Knight Games
- **August 2023 + 2024**
Volunteer at Gamescom Indie Arena Booth
- **August 2022**
Volunteer at Devom

Education

- **November 2021 – October 2024**
Apprenticeship as game designer at the Macromedia Akademie Cologne
- **August 2010 – June 2020**
A-levels at Independent Waldorf School Kastellaun