Jason Siegersma
Digital Creator

CONTACT

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PROFILE

Game Developer with experience in Unity (4+ years) and Unreal Engine (2 years) Animation/Video Editing (1 year). Skilled in C# for gameplay systems, tools and interactive prototypes. Experienced with digital twins, visualization, and small game projects. Available for freelance or collaborative opportunities.

WORK EXPERIENCE

VELDBOOM STUDIOUS, GAME DEVELOPER
JUN 2023 - PRESENT

Developed prototypes such as Isle of Eline and The Ensemble.
– Provided technical and event support
 – Assisted with website and internal game development tasks.

Veldboom Studios B.V., Amsterdam Game Developer Intern
SEPT 2024 – FEB 2025
– Built Digital Twins with ArchViz systems and 3D Scanning in Unreal Engine.
– Worked on AI Environment Interactions and Player Motion Statemachine
– Worked on a Project Launcher in C#.

NeoN Origins, Unity Game Developer
FEB 2023 FEB 2024
– Contributed to enemy AI, creating the first ground-based enemy in Operation Starfall.
– Converted the existing stamina system into a shader-driven version.
– Worked three days per week in a hybrid studio using agile/scrum workflows

EDUCATION

MEDIACOLLEGE AMSTERDAM
2021 – 2025
MBO-4 Software Development

HOGESCHOOL VOOR KUNSTEN UTRECHT
2025-PRESENT

CMGT, BSc

SKILLS & Language

– Dutch & English – spoken & written
– C# (.NET Unity)
Unreal Engine (Blueprints & C++)
– Blender and Maya (3D Modeling & Compositing)
– After Effects (Animation, Video Editing & Compositing)

Interests

Boxing, Creative Designs, Story Telling designs, Learning new things