



# ARJAN PEETERS

GAME DEVELOPER

## EXPERIENCE

### Four Horsemen Games - Tag Party Developer 2024 - 2025

During my internship at FHG I mainly was creating the UI, game conditions/animations and coin functionalities. I am currently still in the development team to finish the game Tag Party with my role in making a multi-level generator and succeeded in making a couple tools for the team.

### Stichting Ester - Web Developer 2025 - Now

For Stichting Ester I am making their new website.

### Global Game Jam 2025 at Tokyo University of Technology Jan. 2025

My second GGJ I participated in, this one was special since it was during my exchange in Japan and created in a very professional setting with live recordings and narrators. We made Bubbly Bird with a team of 5 people in 48 hours on location.

## EDUCATION

### Student Exchange - Shibaura Institute of Technology

I studied abroad in Tokyo, Japan, at the Shibaura Institute of Technology where I followed a course program with multiple subjects.

### Amsterdam University of Applied Sciences - Game Development (Bachelors Degree)

I am studying Game Development in Amsterdam at AUAS and currently am in my graduation (4th) year.

### Vista (Arcus College) in Heerlen - Application and Media Technology (Secondary Vocational Education MBO-4)

Finished my Secondary Vocational Education (MBO-4) Application and Media Development. Specialised in making websites and applications.

## SKILLS

C#

HTML  
CSS

JS

PHP

PY

## CONTACT



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[Portfolio](#)



[LinkedIn](#)

## EXPERTISE

- Game Development
- Project Management
- Agile Workflow
- Version Control
- Creative Problem Solving

## LANGUAGE

- Dutch (Native)
- English (Fluent)
- Japanese (N5)