



Jannik Boysen

Game Developer

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I'm a highly skilled games programmer & generalist, from experience spanning work in medium-sized teams down to solo indie development. My interdisciplinary knowledge allows me to be the glue between different departments, anticipating needs and improving workflows.

Professional Experience

Tivola Games – Game Developer (Unity Engine)

May 2023 – Present

- Development and support of the mobile game *Cat Rescue Story* (DCP 2024-Winner: Best Mobile Game)
 - Post-release support as sole developer on the project
 - Implementation of monetization-enhancing features
- Lead development on new prototypes
- Development & Maintenance of in-house programming framework
- Training of team members in Programming & UI/UX
- Collaboration with gameXcite on an unreleased Star Trek game
 - Programming in Unreal Engine 5

Off The Beaten Track UG – Game Developer (Unity Engine)

September 2020 – April 2023

- Development and release of multiple gamification projects
- Development & sale of a Unity asset for Volumetric Lighting
- UI design for a gamified workshop game
- Collaboration with other studios and external developers

Solo Development Work – Game Developer

August 2020 – Present

- Programming, marketing, and publishing of own video games, including:
 - Shutter Stroll: over 35,000 downloads on itch.io
 - Drifting Hearts: physically available as part of the Super Rare Mixtape #4
- Talks & panels on game development and community building

Hochschule Flensburg – Tutor in "Virtual Reality Games" Course

September 2020 – January 2021

- Creation of video tutorials on various topics related to game development in the Unity Game Engine
- Point of contact for technical & conceptual questions

Off The Beaten Track UG – Internship as Game Developer (Unity Engine)

March 2020 – May 2020

- Design and programming of shader programs

✂ Skills

- Gameplay Programming
- Graphics Programming/Tech Art
- Systems Programming
- Platform Implementation
- Performance Optimization
- UI Design & Implementation
- Game Design

🗨 Languages

- German (native)
- English (fluent)

📱 Software

- Unity Engine
- Godot Engine
- Unreal Engine
- JetBrains Rider
- Visual Studio/VS Code
- Blender
- Git
- Affinity Suite
- Adobe Suite
- Jira
- Confluence
- Notion

- Creation of a complete localization system for "The Cost of Recovery" and subsequent OTBT titles
- Linking various departments through extensive interdisciplinary knowledge

Hochschule Flensburg – Tutor in "Virtual & Augmented Reality" Course

September 2019 – January 2020

- Training students in VR/AR frameworks in Unity
- Creation of Git tutorials for the students
- Point of contact for technical questions

Hochschule Flensburg – Tutor in "Games Programming" Course

September 2019 – January 2021

- Point of contact for student inquiries
- Creation of teaching materials
- Assessment of student work according to predefined criteria

Education

Hochschule Flensburg – Bachelor of Science in Media Informatics/Focus Film

September 2016 – December 2020