

# Jorin Liesse

## GAME DEVELOPER

### CONTACT

- ☎ (+32) 483 45 06 05
- ✉ liesse.jorin@gmail.com
- 🏠 Oppelsenweg 63,  
Zonhoven, Belgium

### ACHIEVEMENTS

- Entry to DAE Game Jam  
2024
- Entry to Brackeys Game Jam  
2024

### LANGUAGES

- English ●●●●●
- Dutch ●●●●●
- French ●●●●●

### ACTIVITIES

- Drawing lessons  
2012 - 2021

### KEY SKILLS

- **3D Modeling** : Blender, Maya
- **Texturing** : Photoshop,  
Substance Painter
- **Game Engine** : Unity
- **Programming** : C#, Python,  
HTML, CSS, Javascript
- **Game Design** : Unity, Pen &  
Paper

### APPLICATION FOR GAME DESIGNER

- Name:** Kevin Haelterman
- Company:** Lugus Studios
- Phone:** +32 (0) 476 02 23 33
- Email:** info@lugus-studios.be

### DEAR MR. HAELTERMAN

My name is Jorin Liesse, and I am excited to apply for the Game Designer position at Lugus Studios. With a passion for creating engaging gaming experiences, I am eager to contribute my skills to your team.

Currently, I am studying Independent Game Production at Digital Arts & Entertainment. I have participated in game jams such as the DAE Game Jam and Brackeys Game Jam in 2024, where I refined my game design and programming skills.

As the co-founder and game designer of Joystick Jaguar, I have collaborated on indie game projects, enhancing my technical abilities and teamwork. My role at Kuehne + Nagel has strengthened my organizational skills.

I admire Lugus Studios' commitment to modern, minimalist, and detailed game design. Joining your team would be an incredible opportunity to grow creatively and technically.

Thank you for considering my application. I look forward to discussing how my skills align with your team's needs. I am excited to hear from you to arrange a phone call or interview.

Thanking you in advance for your time,

*Jorin Liesse*