



Hi I am Erik de Roos.

For my most actual professional experience see my LinkedIn
<https://www.linkedin.com/in/diederikjohannesderoos/>

And the most actual game development portfolio is on <https://gamefeelings.com/portfolio-2/>

What services do I offer?

Freelancing

I work as a freelancer and under the name of my own game dev studio.

Starting from 40 Euro/hour I help you with:

- Unity C# programming
- Build automation
- Azure cloud services

I work on hourly rates or on fixed fee with predetermined deliverables.

This can be from a one-shot with 2 hours of work up to 20 hours/week.

I have my expectations on how to build good maintainable software. However, when doing short term freelance work, I am perfectly fine to align with your company's guidelines.

Game dev studio

I am open to work on joined efforts in gaming.

This is what I bring to the table:

- Knowledge on game architecture.
- Knowledge on how to build games and what consequences decisions have on production quality.
- Knowledge on cloud architecture.
- Up to date marketing insights, tips, and tricks.
- Knowledge on how to run organizations, manage teams.

Depending on the payment style I can dedicate up to 32 hours/week.

I come from a background of business software development in small to large teams. I know my way around organizations, setting up scalable and maintainable solutions.

I am not your average programmer; I build software professionally for a long time and for me it is an artisan job to get a good quality/maintainability/delivery speed tradeoff. I work in a professional manner, manage myself, am accountable, and expect others to behave the same. I will require this professionalism when working with others on software when my own payment is dependent on it.

Conditions

Ownership: when payed hourly (freelance/consultancy work), the rights on my creative works are transferred to your company.

But with the following limitations: It applies to work done in the hours specifically committed to your company.



Confidentiality: I do not talk about games or ideas of your company except when explicitly mentioned I can do so.

Payments: All payments are to be made within 30 days of the send initiative on my side. The payments must be in euro's and for the total charged amount, so exchange fees (if any) are yours to pay. You can wire transfer this to the bank account IBAN: NL43 KNAB 0403 7051 77 with BIC KNABNL2H, registered to: GameFeelings

Dedication limitations: I need to make money to bring food to the table, so I decide on how much of my time is dedicated to your project depending on the quality of your rewards. Normally this should not be a problem and I am a generous and dedicated person but know that I enforce limitations if boundaries are violated regularly.

Legal stuff

Legal: I am Erik de Roos, an independent developer and a registered company at The Netherlands with KvK 76479072.

Insurance: For work done within the European Union I am insured for damage caused by my work as a developer, up to 2.5mln euro's. Please requests for details if you need them.

Liability: I am a professional developer so you can expect professional work ethics from me. However, I expect good ownership from you too and to communicate about your (changed) needs. Furthermore, my accountability is limited by the quality of your reward: if you want me taking more liability, make a tempting offer that mitigate the risks to me.