



Hi, I am Erik, a solo developer and freelancer.

What services do I offer?

Freelancing

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

I help you with:

- Unity C# programming
- Build automation
- BaaS service integration (like PlayFab and Photon)

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 with other 2-5 years experienced studio's.

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 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.

Experience

Showcase game dev

This is an extract from my game development portfolio over at <https://gamefeelings.com/portfolio-2/>

- 2020 'Manage the Universe', currently in development. An RTS/4X/RPG sci-fi game. Solo developed and marketed, created with Unity and Blender low poly art. See my dev blogs on this subject at <https://gamefeelings.com/category/manage-the-universe/>.



- 2017 'Find the Gnome'. A refreshing 3D take on hidden object / 'find Wally' type of game. Created with Unity and Blender. Released on Steam see http://store.steampowered.com/app/810420/Find_the_Gnome/.

Showcase software dev

My main bulk of experience is as a business software developer. See my LinkedIn

<https://www.linkedin.com/in/diederikjohannesderoos/>

- Strukton 2020: Freelancer. C#, .Net Core, MQTT Messaging, Linux, performance optimizations to allow for 15000 IOT devices to be connected.
- NS 2018-2019: Lead dev / senior. C#, .Net, Xamarin, Angular 2+, Azure, CosmosDb/MsSql, Azure AI/WebApi/WebService/Functions, Azure DevOps CI/CD, DevOps, DevSecOps, Scrum, Agile, Lean, solution architecture, department trainings. (NS is a big 10k employees semi-government company)
- Luminis 2016-2019: Software consultant as a C# .Net professional with emphasis on API/backend and as an database (SQL) specialist. Worked for small to big companies. With 50 users to 1mln daily users.
- Started working in 2010 after finishing my bachelor's in industrial automation.
- I started programming since I was 11. And to this day still enjoy creating software.

Conditions

Ownership: preferable the rights on my creative works are transferred to your company and the payment is alike, but rev share constructions are possible.

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. Furthermore, crunch on a project release is OK but I am going to call you out on a continues crunch.

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: you get what you pay for.