

This is the work I am really proud of

The first games are my greatest achievements, but everything here has a special place in my heart

Deliver Us The Moon



Worked together closely with designers, programmers and artists to bring our shared vision to life. Learned a lot about working with different disciplines of Game Development and about working in a professional environment. Also worked on improving communication between tech and design.

Worked as one of 3 programmers developing features for the game Deliver Us The Moon. Made prototypes and parts for the game, were released in a Kickstarter demo that was also shown at PAX East 2017.

Check out the Youtube video for enlightenment on the game.

-Made mostly with C++ & Blueprints in Unreal Engine 4-

Deliver Us The Moon | PAX Demo Footage (raw) | Keoken Interactive



PAX DEMO 2017 B-ROLL VIDEO

Pre-Alpha
Deliver Us The Moon - Keoken Interactive

Border Crossy: Road to Freedom



The mobile game I created at my first half-year internship at Lunagames. Border Crossy began life as a reverse tower defense game (tower attack), during development it turned out to be more of a puzzle game with tower defense/attack elements. I read nearly every review and comment on the Google Play and Windows Phone stores, it was great to read people's reactions. It took about 2 months for the published version of Border Crossy to be created, I had a bit of help from two other interns and even some great unity/coding insights from the boss at Lunagames. I still have my hopes up to one day make an update or sequel. The game is released for free on the Google Play and Windows Phone stores. Press the buttons to go to the Border Crossy store page.

Border Crossy is my first published game.

-Made mostly with C# in Unity-

GOOGLE PLAY

WINDOWS PHONE

Game Technology Project

(Ninja Robot Attack 5000: Ryujin No Ken Wo Kurael!)



During our Game Technology project we were required to work on a game in C++.

However we were not allowed to use current engines as it needed to be clean C++ and not having a ton of tools to do the work for us like in Unreal Engine.

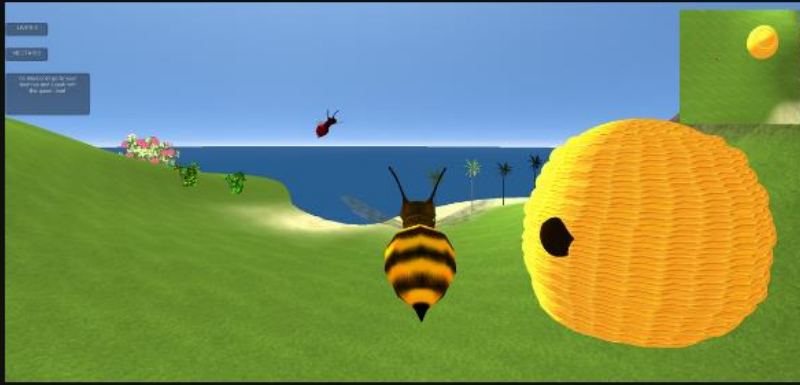
We chose Ogre3D, a very old and rather outdated C++ game engine.

The project was mostly focused on working as professionally as possible, implementing all sorts of quality assurance and testing tools.

Luckily we were able to create a game which actually kept the assessors playing out of fun!

-Made mostly with C++ in Ogre3D-

B the Bee 3D



The game B the Bee is a game we created for our second school game project, in a 7 hour game jam we came up with a 2D prototype of this game. But to be able to challenge ourselves we decided to make the game our first Unity3D project.

For me and my team this was our first introduction to 3D game development, we learned so many differences in 2D versus 3D development.

During this project I took the roles of team leader/Scrum Master, I steered the general project in the right direction and helped team members out wherever I could.

This was a great learning experience, it still makes me proud.

The screenshots show, first to last: The first two screens represent the final version of the game, next is an early prototype version and finally the 2D prototype.

-Made mostly with C# in Unity-

1 2 3 4

Ball Buster



The game Ball Buster is the result of my first group project.

We had to form a team to work together on this very first game project, this game would then supposedly be played onboard of Corendon airplanes via the entertainment system.

I had an amazingly fun time and learned so much about creating games with my team called Hack Attack. I still dream we will one day conquer the gaming world with our games haha!

We had to create this game in a program called Processing, using several libraries for functionality. The result of our Java code is the game you see here before you.

-Made in Processing with Java-

NDA(Non Disclosure Agreement) Match-3 Game



Image is not from the game but does give an idea of what it looked like

The second game I made at my first half-year internship was at Vincent van Geel, here I worked on a Match-3 game with some fresh new elements.

I created a prototype/first draft of the game, the job was for a real company that had hired Vincent. I was the one man team that got to build it, with some technical expertise from a colleague of Vincent(Roel Bartstra).

Sadly I cannot talk about specifics or show content from the prototype game due to the NDA I signed.

All I can say here is that it was somewhat inspired by Cave Quest(the attached image).

Nevertheless, it was a very good learning experience for me, I learned a lot about prototyping and working on something all by myself.

-Made mostly with C# in Unity-

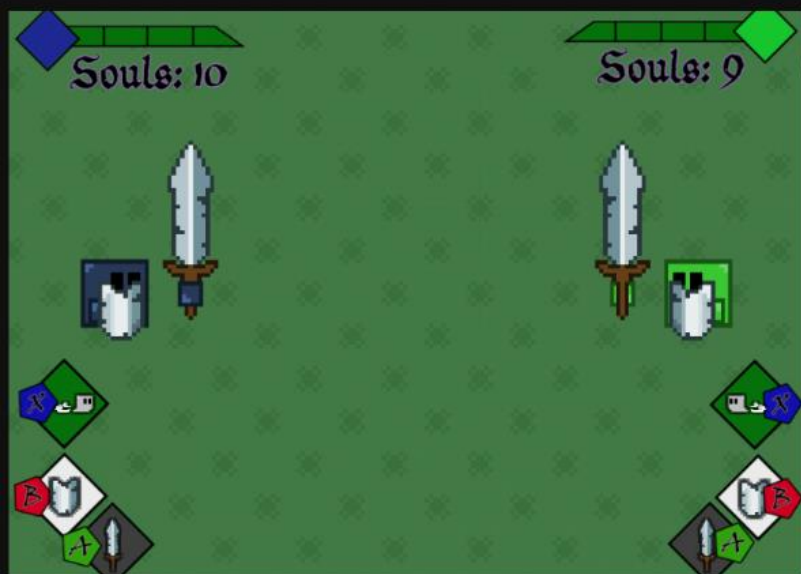
Playful Jam



A very art/out of the box focused jam that me and a few others made into a game jam. This was a very interesting experience for me, it really was something quite different. We built a cool interactive isometric game where there were two players, one being a penguin and the other an hungry, enraged polar bear. The catch: The penguin was being controlled by 6 people using self made conducting touch panels and press plates. At all times there was a person in the middle who had to hold hands to initiate a 'button' press. The polar bear was controlled by a single individual with an xbox 360 controller, but the bear's movement was very slow. If the bear caught the penguin the bear won, if the penguin was able to collect all eggs on the ice ridge then the penguin won.

-Game made with C# in Unity, controls made with Makey Makey-

Global Game Jam - Forlorn Souls



This Global Game Jam was my first official Game Jam, taking place from friday afternoon to sunday evening we worked on a game and we actually managed to finish something decently enjoyable. Great learning experience for rapid development with all sorts of interesting restraints due to the time limit. The end product is a small 2D arena hack and slash game called Forlorn Souls, it's available for free on the Global Game Jam site, press the button below to go there. (Xbox 360 controller required) I mostly did work on wacky AI enemies, also on levels which were not implemented due to the changes the game went through.

-Game made with C# in Unity-

[GET THE GAME](#)

Welcome!

My name is Wolff, I am a Game Programmer / Developer

I have been into games for nearly all my life.

Playing all these games gave me so much joy that I started to think about how I would want to make the games myself.

Thus my journey into Game Development started.

I got myself a Bachelor of Science in Computer Science (Game Development) at the Amsterdam University of Applied Sciences.

During the education I founded WolffWare so that I could legally work as an individual with companies and improve my experience.


Hopefully I can spark your interest a bit with my portfolio website, I advice you take a look at the tab 'My Greatest Work'.


I am on LinkedIn as Wolff Verhaart, if you like you can take a look at my profile there as well.

Or maybe check out my CV / Resume on this page.

If you have any questions or feedback, please contact me!

[Below you can view my CV/resume if you are interested. please also view LinkedIn for my expanded curriculum.](#)

[cv_wolffverhaart_en.pdf](#)
Download File 

[cv_wolffverhaart_nl.pdf](#)
Download File 



[English CV / Resume](#)

[LinkedIn](#)

[Dutch CV / Resume](#)