



Mystic ERA games

FACTSHEET

Publisher / Developer:

Mystic ERA games

Based in Harderwijk, The Netherlands

Founding date:

January 1th, 2022

Team:

[Roel Boonzaijer](#) (solo)

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Social:

[Twitter](#)

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Games:

[Age of Jura](#)

About

Let me quickly introduce myself, my name is Roel and I live and work in the Netherlands.

In my spare time I like to work on my hobby projects as an independent game developer, next to my regular day job as a (parttime) webdeveloper. So most weekends and evenings I'm fully devoted to this journey of bringing my fantasies to life, and hopefully make other people happy with the things I make.

The game engine I use is [Unity](#), the programming language is C#. I'm a huge fan of the Unity Asset Store for the 'artistic' area, so I can spend more time on enhancing the gameplay itself, but I have managed to make some small and simple 3d models with [Blender](#).

I hope I can contribute to the gaming industry by creating some nice-to-play games.