# Danny Oosterwijk

## Game Programmer

*Linkedin* - *Portfolio*
**Krimpen aan den IJssel - Netherlands**
**06-81007466 - Danny@Oosterwijk.net**

## PROFILE

Game programmer experienced in implementing gameplay systems, AI behaviors, UI systems, and build automation pipelines using Jenkins. Finalist in the Student Game Awards while studying at Breda University and winner of the Make-A-Thon competition while studying at Grafisch Lyceum. Passionate about building scalable gameplay systems, improving development workflows, and contributing to high-quality interactive experiences.

## SKILLS

**Programming Languages:**
- **C**++, C#

**Game Engines:**
- Unreal Engine, Unity

**Tools:**
- Git, Perforce, Visual Studio, Rider, Jenkins

**Technical Areas:**
- Gameplay programming, VR development, Build automation

## DEGREES

HBO, Breda University of Applied Sciences
*SEPT 2020 — JUL 2024, Game Development*

MBO, Grafisch Lyceum Rotterdam
*SEPT 2017 — JUN 2020, Game/Web Development*

## LANGUAGES

- Dutch
- English

## HOBBIES

- Reading Books
- Playing Dungeons & Dragons
- Playing trading card games
- Jogging
- Kendo

## EMPLOYMENT

Stocker/Customer service, Karwei, Krimpen aan den ijssel, Full time
*May 2018 — Present*

## COURSES

Foundations of C# with Microsoft
*OCT 2025, Free Code Camp*

## REFERENCES

Stefano Lazzaroni Intermediate AI/DevOps programmer
- *Linkedin*
- Lazzaroni.stefano93@gmail.com

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# INTERNSHIPS

## Infinity Interactive, Breda
*C++ Game Programmer, Multiple Projects, SEPT 2023 - JUN 2024*

### VR voor VR — Internship project, AR serious game
*Unreal Engine, C++, AR interactions.*
- Built core interaction systems for an AR serious game used to train crisis help center employees for information gathering and decision-making.
- Implemented hand gesture recognition by integrating the Oculus hand tracking plugin, enabling object and UI interaction.
- Designed and implemented a dialogue system using the Logic Driver plugin, including custom node types for resource usage and reward logic.
- Created a reusable macro library for dialogue text rendering with scroll-in effects and audio, providing flexible UI feedback.

### Supernova — Internship project, VR Gesture shooter
*Unreal Engine, C++, Jenkins*
- Developed gameplay systems in Unreal Engine, including player objectives, player onboarding using interfaces and widgets, and VFX using dynamic shaders and niagara particle systems.
- Designed and implemented a Jenkins CI/CD pipeline using automated scripts to deploy builds to the Meta Quest Developer Center and VR devices, improving testing efficiency.
- Researched and documented procedural generation and automated testing to support scalability and long-term project maintainability.

### NDA — Internship project, Multiplayer horde shooter
*Unreal Engine, C++, Multiplayer*
- Implemented a dynamic minimap system with a reusable pin component, allowing any object to be displayed with configurable color and icon, and supporting in-map object spawning via click input.
- Developed an enemy spawning system using object pooling for improved performance, working from design documents to ensure a data-driven approach that allows designers to configure spawn settings without requiring code changes.

## Organism Studio, Rotterdam
*C# Game Programmer, Multiple Projects, SEPT 2020 - JUN 2021*

### Museum VR — Internship project, VR museum builder
*Unity, C#, VR interactions*
- Implemented gameplay and interaction systems for a VR museum experience, enabling players to build their own museum using a modular grid-based building system.

### Finite — Internship project, Multiplayer survival game
*Unity, C#, Multiplayer*
- Developed core gameplay systems for a multiplayer open-world survival prototype in Unity, including inventory management, modular building system and syncing player and NPC movement across clients.

# STUDY PROJECT

### Ornament Express, Study Project, VR escape room, Finalist of student game awards and BAFTA student awards
*Unreal Engine, C++, VR interaction.*
- Built a series of interactive gameplay objects, including dynamic and audio responsive interactables.
- Developed a custom destruction plugin system that supports breaking objects with physics, including performance optimizations.
- Proactively collaborated with designers and artists by rapidly prototyping gameplay mechanics and technical solutions, helping validate design ideas and prevent development bottlenecks.

*For more details and Projects: Portfolio*