



# Danny Oosterwijk

GAME PROGRAMMER

## Details

Lekdijk 2  
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Netherlands  
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DATE OF BIRTH  
22/11/2000

## Links

[Portfolio](#)  
[Linkedin](#)

## 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

## Hobbies

Reading Books, playing Dungeons & Dragons, playing trading card games, jogging, and kendo.

## Languages

Dutch

English

## Profile

Junior gameplay programmer specializing in C++ and C#, with production experience in Unreal Engine and Unity through professional internships. 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 game jam competition between multiple schools while studying at Grafisch Lyceum. Passionate about building scalable gameplay systems, improving development workflows, and contributing to high-quality interactive experiences.

## Internships

### Generalist programmer, Infinity Interactive, Breda

SEPT 2023 – JUN 2024

- Contributed to gameplay systems in Unreal Engine, including objectives and tutorial onboarding systems using widgets and interfaces, implementing minimap functionality, and enemy spawning systems using object pooling for a multiplayer VR shooter.
- 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.
- Built gameplay systems and interaction mechanics for a serious AR application tailored to the wishes of the client through continuous communication and user feedback.
- Researched and documented procedural generation and automated testing strategies to support scalability and long-term project maintainability.

### C# Game Programmer, Organism Studios, Rotterdam

SEPT 2020 – JUN 2021

- Implemented gameplay and interaction systems for a VR museum experience, enabling players to build their own museum using a modular grid-based building system.
- Developed core gameplay systems for a multiplayer open-world survival prototype in Unity, including inventory management, Modular Building system, and player and NPC interaction systems for multiplayer.

## Education

### HBO, Breda University of Applied Sciences

SEPT 2020 – JUL 2024

Skills and knowledge learned:

- Proficient in C++ and experienced with Unreal Engine for game development.
- Familiarity with Source control software such as Git and Perforce.
- Knowledge of workflow pipelines like Scrum and Kanban, and experience working with a team of 20 members in a professional environment.
- Strong adaptability, self-reflection, and eagerness to learn new skills.

### MBO, Grafisch Lyceum Rotterdam

SEPT 2017 – JUN 2020

Skills and knowledge learned:

- Gained knowledge of web development by Learning JavaScript, CSS, PHP, jQuery, MySQL, and HTML
- Developed proficiency in game development using Unity and C#
- Acquired a solid foundation in game mechanics, scripting, and overall game design principles.

## Projects

### VR voor VR – Serious VR Training Prototype

Tech: 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.

### Ornament Express – VR Escape Room

Tech: Unreal Engine, C++, VR interactions

- 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 unblock production bottlenecks.

### A Reel Good Day - Game Jam Project

Tech: Unreal Engine, C++

- Implemented player boat movement mechanics with smooth steering and physics-inspired controls.
- Developed enemy AI logic for a kraken boss, including attack variations and customizable decision logic driven by random states.
- Built a fishing minigame subsystem with interactive UI and dynamic gameplay state transitions.

## Employment History

### Stocker, Karwei, Krimpen aan den ijssel

MAY 2018 – PRESENT

I started working at karwei as a cashier, but slowly built up my knowledge to become a trusted employee who helps customers with questions.

- Worked 8 hours per week during my study, and after the study I worked 24-32 hours per week.
- Frequently help customers over the phone or in person.
- Built up my skillset from nothing to becoming a valued member of the team.

## Courses

### Foundations of C# with Microsoft, Free Code Camp

AUG 2025 – OCT 2025

## References

### Stefano Lazzaroni from Infinity Interactive

[stefano.lazzaroni@infinity-go.com](mailto:stefano.lazzaroni@infinity-go.com) | <https://www.linkedin.com/in/stefanolazzaroni/>