



Danny Oosterwijk

GAME PROGRAMMER

Details

Lekdijk 2

Krimpen aan den IJssel, 2921AD

Netherlands

06 81007466

Danny@oosterwijk.net

DATE OF BIRTH

22/11/2000

Links

[Portfolio](#)

Skills

C++

C#

Unity

Unreal Engine

Git

Python

HTML & CSS

PHP

MySQL

JavaScript

Hobbies

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

Languages

Dutch

English

Profile

Hardworking and flexible programmer with a passion for learning and helping others, who wants to create fun and interactive gaming experiences. Winner of the [make-a-ton](#) over three schools at the Grafisch Lyceum. Proficient in both C# and C++. Well-versed in Unity, Unreal Engine, and developing games for virtual reality.

Employment History

Cashier and sales employee, Karwei, Krimpen aan den IJssel

JUNE 2018 – PRESENT

- Successfully transitioned from a cashier to a sales employee, demonstrating strong work ethic and dedication.
- Recognized for outstanding leadership skills by training numerous new employees.

Education

HBO, Breda University of Applied Sciences

SEPTEMBER 2020 – PRESENT

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

SEPTEMBER 2017 – JUNE 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.

Internships

C# Game Programmer, Organism Studios, Rotterdam

SEPTEMBER 2020 – JUNE 2021

- Developed a captivating and interactive VR build-your-own-museum game for a Museum VR showcase event, receiving high acclaim for its easy to understanding and immersive gameplay.
- Implemented an open-world survival game prototype, showcasing strong technical skills in game development.
- Contributed to various small projects, demonstrating versatility and adaptability in handling different game development tasks.