Danny Oosterwijk

GAME PROGRAMMER

Details

Lekdijk 2
Krimpen aan den IJssel, 2921AD
Netherlands
06 81007466
Danny@oosterwijk.net

DATE OF BIRTH
22/11/2000

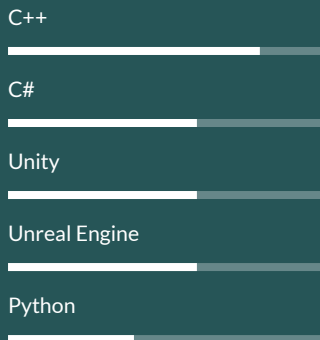## Links

Portfolio

Skills

C++

C#

Unity

Unreal Engine

Python

Hobbies

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

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.

Education

HBO, Breda University of Applied Sciences

SEPTEMBER 2020 — JULY 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

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

Generalist programmer, Infinity Interactive, Breda

SEPTEMBER 2023 — JUNE 2024

- Contributed to various small projects, demonstrating versatility and adaptability in handling different game development tasks.
- Developed an automated process to deploy build server outputs to all VR devices, enhancing efficiency.

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.

References

Stefano Lazzaroni from Infinity Interactive

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