DARREN DE VRÉ

GAME & SHADER PROGRAMMER

◆ AMSTERDAM, NETHERLANDS

◆ +31 6 46899195

• DETAILS •

AMSTERDAM
Netherlands
+31 6 46899195
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LINKS

LinkedIn

Portfolio / Website

SKILLS

C#

Unity

C++

Git

Python

Unreal Engine

LANGUAGES

Dutch

English

PROFILE

Game developer with a passion for making games feel fun and look good. Adept in collaborating with anyone in a project to ensure product quality and improvements. Experienced in leading teams and creating a good atmosphere within any team. Experience in all game development fields, but proficient in Unity and Shader development.

EMPLOYMENT HISTORY

Unity Intern at AR-Producties / Matrixian Group, Amsterdam

September 2021 — February 2022

- Designed and created internal Unity developer tools to assist during AR/VR/MR application production in Unity.
- Collaborated with other teams to decrease loading times significantly in customer apps.
- Did academic research into reducing motion sickness experienced by users whilst in virtual reality.

Vulploegleider at Landmarkt, Amsterdam

January 2019 — August 2020

- Managed a team in a fast paced working environment.
- Developed skills for quick decision making and planning a team around their strengths and weaknesses.
- Ensured that the work delivered by my team was carried out according to rules and guidelines.

EDUCATION

Bachelor Game Development, Hogeschool van Amsterdam, Amsterdam

September 2019 — July 2023

Currently I'm in my 4th year studying at the HvA and am on track to finish my decree on time. During this decree I've learned everything game development related such as coding and design techniques, to business and project skills.

Havo, Damstede, Amsterdam

September 2013 — July 2019

Graduated with a Havo degree for a NT profile with economy as an extra subject.

COURSES

Mobile App Development, Hogeschool van Amsterdam

February 2021 — July 2021

Applied Artificial Intelligence, Hogeschool van Amsterdam

September 2022 — February 2023