




Wouter DOBBENBERG

Mechanical Engineering | Programmer | Designer

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 Eekhoornlaan 11, 6705 CG Wageningen, The Netherlands

 Born on : June 12, 1996 || Nationality : Dutch



I hold a bachelor's degree in Mechanical Engineering from the University of Twente. Additionally, I have expanded my expertise into web app development, game development, and IT, driven by my passion for technology, games, and design. I bring a strong work ethic and a commitment to creative problem-solving to every project, always striving for excellence and innovation.

SKILLS

Programming	Microsoft .Net (C++ C#), Python, Javascript, css, html5, Matlab
Programs	Adobe (Photoshop Illustrator After Effects InDesign Premiere Pro Animate), SolidWorks, Autodesk (Maya), Blender, Cinema4D, ZBrush, Substance (Painter), Unity, Unreal Engine 5, Matlab, Reaper (sound studio), Audacity, Open Broadcaster Software
Engineering Knowledge	Mechanical Engineering (Calculus Classical Mechanics Robotics System Engineering Fluid and Thermodynamics Tribology Material Science Production)
Creative Knowledge	Creative Technology (Game Design Sound Design 3D Graphics), Self-Taught (Logo Design Video Design Electrical Engineering)

WORK EXPERIENCE

June 2015 August 2012	Stock Clerk, ALBERT HEIJN BENNEKOM, Netherlands <ul style="list-style-type: none">First stock clerk on the dairy department. <div>Team collaboration General food logistics Customer service</div>
September 2019 November 2019	Financial planner, FLATFEEST CAMPUSLAAN 39-41-43, Netherlands <ul style="list-style-type: none">Did the finance for a non-profit festival with a size of 800 people. <div>Team collaboration Security Finance General food logistics Customer service</div>
October 2020 September 2022	Waiter, FLETCHER HOTEL/RESTAURANT DE BROEIERS ENSCHEDE, Netherlands <ul style="list-style-type: none">Work as waiter at two restaurants within the Fletcher facility. <div>Team collaboration Diner etiquette Customer service</div>

LANGUAGES

Dutch	<div><div></div><div></div><div></div><div></div><div></div></div>
English	<div><div></div><div></div><div></div><div></div><div></div></div>

DRIVE POINTS

- Passion for Technology and Games
- Eagerness to Learn
- Hands-on Technical Projects
- Commitment to Excellence
- Analytical and Problem-Solving Mindset
- Portfolio Growth
- Creative innovation

EDUCATION

2010	Basisschool de Wingerd Bennekom
2016	Christelijke Scholengemeenschap Het Streek Ede, Certificate, VWO Technasium
2024	University of Twente, Bachelor Certificate, Mechanical Engineering

ABOUT ME & PERSONAL DEVELOPMENT

I am a 28-year-old technology enthusiast with a **background in mechanical engineering**, now fully **immersed in software and 3D graphics development**. My passion for technology and games, paired with a drive for creative innovation, has driven me to pursue this exciting field. I thrive on challenges, whether it's tackling a complex coding problem or experimenting with new technologies, and I take pride in **blending technical precision with creative solutions** to push the boundaries of what's possible.

While my experience spans from 3D asset creation to technical engineering, I'm particularly focused on areas like real-time rendering and procedural generation. Working primarily in Unreal Engine, I've delved into advanced programming topics such as its Render Hardware Interface (RHI) and custom shader programming, which have allowed me to better understand modern graphics engines and their inner workings.

Creativity is a significant aspect of my work. Whether it's engaging in digital art, sound design, or hands-on technical projects with electronics, I enjoy blending functionality with creativity. My curiosity drives me to continuously improve my skills, whether by developing my own projects or learning from colleagues in a collaborative environment.

In a collaborative environment, teammates often find me **actively sharing progress and insights** throughout our projects, creating a culture of transparency and mutual support. This hands-on approach fosters motivation and engagement within me. I appreciate the **continuous feedback** loop we maintain, as it not only encourages innovative ideas but also reinforces our shared commitment to the project's goals. By engaging openly with one another, I strive to inspire creativity and ensure that everyone feels valued and invested in the outcomes we work towards together.

I believe that continuous **learning is key to growth**, and I'm always eager to expand my knowledge and contribute to innovative projects. I aim to deliver high-quality, impact-full solutions that merge both technical expertise and creativity.

LEISURE & LIFESTYLE

Living in a student household with 14 people at the University of Twente was an unforgettable experience filled with plenty of activities and fun. This vibrant environment fostered friendships and provided a strong sense of community, making my university years truly memorable.

In terms of sports, I have always been active and find bouldering particularly rewarding, as it challenges my physical abilities while fostering a sense of community and socializing with fellow climbers. I also enjoy volleyball and ice skating, and I make time to go for a run to clear my mind and maintain fitness. My passion for sports extends to watching various events, especially those where technology and competition intersect, such as esports, Formula 1, and SpaceX launches. Analyzing the strategies and innovations within these sports not only fuels my enthusiasm but also aligns with my analytical nature.

When I'm not engaging in sports or outdoor activities, I dedicate my free time to personal projects that range from programming and electronics to 3D printing and art. This hands-on approach allows me to continuously learn and experiment with new technologies and creative methods. Additionally, I have a strong passion for gaming and modding, staying updated on the latest news in gaming, politics, and technology to stay informed and engaged.

I also enjoy starting my day with a good cup of coffee, which fuels my creativity and sets a positive tone for the day ahead. Although I have an introverted personality, I am not afraid to step out of my comfort zone and embrace new experiences.

PORTFOLIO

W. DOBBENBERG PORTFOLIO || GITHUB SHEETS

 <https://g3nts.github.io/Portfolio-Web/>

Six months ago, I started making my portfolio webpage. My projects and github repo's are currently available via my portfolio webpage. Some of the projects date back a bit, but I continuously refine my coding standards and skills. The portfolio page is best viewed on desktop screen sizes.

Unreal Engine 5 Unity Front-End Github