Wouter DOBBENBERG
Mechanical Engineering | Designer

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📍 Eekhoornlaan 11, 6705 CG Wageningen, The Netherlands

ℹ Born on : June 12, 1996 || Nationallity : Dutch

I have completed my bachelor's degree in Mechanical Engineering from the University of Twente. For the past year, I have delved into game development, driven by my passion for games and game design. Previously, I have experience in 2D and 3D graphics design, and I bring a strong work ethic to every project, striving for excellence and creative problem-solving.

≣ SKILLS

Programming	Microsoft .Net (**C++**, **C#**), html5, Javascript, css, Python
Programs	Adobe (**Photoshop**, **Illustrator**, **After Effects**, **InDesign**, **Premiere Pro**, **Animate**), SolidWorks, Autodesk (**Maya**), Unity 3D, Cinema4D, ZBrush, Substance (**Painter**), Unreal Engine 5, Matlab, Reaper (sound studio), Audacity, Open Broadcaster Software
Knowledge	Mechanical Engineering (**Calculus**, **Material Science**, **Classical Mechanics**, **Fluid and Thermodynamics**, **Tribollogy**, **Production**, **System and Control**, **Airplane Construction and Design**), 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
> First stock clerk on the dairy department.

Team collaboration · General food logistics · Customer service

September 2019
November 2019

Financial planner, FLATFEEST CAMPUSLAAN 39-41-43, Netherlands
> Did the finance for a non-profit festival with a size of 800 people.

Team collaboration · Security · Finance · General food logistics · Customer service

October 2020
September 2022

Waiter, FLETCHER HOTEL/RESTAURANT DE BROEIERD ENSCHEDE, Netherlands
> Work as waiter at two restaurants within the Fletcher facility.

Team collaboration · Diner etiquette · Customer service

🌐 LANGUAGES

Dutch   ⬤ ⬤ ⬤ ⬤ ⬤
English   ⬤ ⬤ ⬤ ⬤ ◯

➕ DRIVE POINTS

> Innovative and Creative
> Passionate
> Responsible
> Leading Personality
> Wholehearted

🎓 EDUCATION

2010	Basisschool de Wingerd Bennekom
2015	Christelijke Scholengemeenschap Het Streek Ede, Certificate, VWO Technasium
2023	University of Twente, Becholar Certificate, Mechanical Engineering

🖌 Interests & Hobbies

Growing up I had quite some hobbies come and go, including basketball, golf, judo, and volleyball. However, currently, I am indulging myself in indoor bouldering and climbing. Other than climbing I also enjoy to go ice skating in the winter and running during the warmer months. Additionally I am a great lover of cutting edge technology. I follow Formula 1 closely and look forward to each and every update from SpaceX.

Alternatively, I keep myself busy with digital art, designing logo's and mess around with computers. I do not have a specific music preference. Still, if I had to list some genres : I usually listen to hard-style, country, or Japanese city pop. I have also played around with mixing programs and audio synthesizers for various projects. Making sound effects and integrating them into the product.

When I have extra time, I enjoy working on small technical projects involving electronics and control mechanisms. I have experience with Arduino and Raspberry Pi for different projects. Besides hands-on efforts, I indulge in digital endeavors, particularly coding and game development.

Finally, a good cup of coffee or tea and a nice chat make for a delightful day.

💻 Interesting Projects

Mechanically Challenged || Portal Mechanics Reenacted

🔗 https ://github.com/G3NTs/UE-5.4—Portals
This is a Unreal Engine project, where the mechanics responsible for the portals in the game portal have been reproduced. The mechanics include physics, cloning, animation syncing, portal placement

`c++` `Blueprints` `Unreal Engine 5`

Student project || Barnes Hut Galaxy Simulation

🔗 https ://github.com/G3NTs/GalaxySimBarnesHut
This project simulates 1000 asteroids around a planet, as well as the three body solutions, in combination with the Barnes Hut optimization criteria. The Barnes Hut criteria uses quad tree's to divide space into smaller local groups as its basis.

`Python` `Barnes Hut`

Student Project || Minesweeper in the Windows CMD

🔗 https ://github.com/G3NTs/Minesweeper–CMD
As a project to learn c++, I developed a minesweeper game inside of the windows command prompt, the game features mouse cursor input and uses a very primitive game engine. Uses ASCII characters to display information to the screen with a screen buffer.

`c++` `windows.h` `Primitive game engines`

Student Project || Game Everlasting

🔗 https ://drive.google.com/file/d/1VD7F4eeHFoCm20JZN1PAKPu130su8gkO/view ?usp=sharing
This is a unity game build of a game me and one other had to make for university assignment. Most of the assets in this game have been made by our selves. This project served as our first ever game. The document is saved as a .rar file on Google drive. CURRENTLY ONLY A DRIVE LINK TO THE FINAL BUILD IS AVAILABLE !

`Unity` `3D modeling` `Rigging` `Animation` `c#`