

Wouter DOBBENBERG

Mechanical Engineering | Designer

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📍 Eekhoornlaan 11, 6705 CG Wageningen, The Netherlands

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



I hold a bachelor's degree in Mechanical Engineering from the University of Twente. Over the past year, 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#), html5, Javascript, css, Python, 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
Knowledge	Mechanical Engineering (Calculus, Material Science, Classical Mechanics, Fluid and Thermodynamics, Tribology, 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. <div>Team collaboration General food logistics Customer service</div>
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. <div>Team collaboration Security Finance General food logistics Customer service</div>
October 2020 September 2022	Waiter, FLETCHER HOTEL/RESTAURANT DE BROEIERS ENSCHEDE, Netherlands ➤ Work as waiter at two restaurants within the Fletcher facility. <div>Team collaboration Diner etiquette Customer service</div>

LANGUAGES

Dutch ● ● ● ● ●
English ● ● ● ● ○

DRIVE POINTS

- Passion for Technology and Games
- Self-Motivation and Learning
- Hands-on Technical Projects
- Commitment to Excellence
- Analytical and Problem-Solving Mindset
- Portfolio Growth
- Adaptability to New Codebases and Technologies

EDUCATION

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

INTERESTS & HOBBIES

I am an enthusiastic technology lover with a strong focus on game and software development. My journey began with a bachelor's degree in Mechanical Engineering, but my passion for games led me to explore web app development and programming. I thrive on challenges, whether it's tackling a complex coding problem or experimenting with new technologies.

In my free time, I enjoy indoor bouldering and climbing, as well as ice skating and running during the warmer months. I stay connected to advancements in tech, following innovations in Formula 1 and the exciting developments from SpaceX.

Creativity also plays a significant role in my life; I engage in digital art and logo design, and I have experimented with audio mixing and sound design for various projects. Additionally, I love working on hands-on technical projects with Arduino and Raspberry Pi, which allow me to explore electronics and control systems.

My experiences have shaped my analytical and problem-solving skills, particularly through my recent projects in game development using Unreal Engine. I have a strong foundation in coding, and I continuously seek opportunities to deepen my knowledge in areas like procedural generation and real-time rendering. This technical curiosity drives my commitment to producing high-quality work that blends functionality with creativity.

Ultimately, I believe in the importance of balance, finding joy in a good cup of coffee or tea and the company of like-minded individuals. I am committed to continuous learning and eager to contribute my skills to meaningful projects, always striving to make a positive impact in the tech community.

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#