



Jurrien Brondijk

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20/05/1998 – Oosterhout (NB)

Profile:

I recently graduated as an industrial designer. During my studies I spent a lot of time creating educational games and other interactive media. I'm capable of recognising the wants and needs of various stakeholders and combining them into a final product. I have an eye for detail, and try to identify, and tackle pain points early on in the process.

Education:

2020-2022 Industrial Design (Master) - Technical University Eindhoven

2016-2020 Industrial Design (Bachelor) - Technical University Eindhoven

2010-2016 Technasium (NT&NG) - Newman College Breda

Experience:

2022-heden – IT Traineeship at Rabobank (via Calco)

After getting my diploma, I wanted to dive further into IT, to see if it was a fit for me. I ended up as a “full-stack dev-ops engineer” at Rabobank. Here, I worked on a variety of applications, including Ideal and mandates.

2021-2022 – Graduation project at Safaripark Beekse Bergen

I designed 5 different interactive, educational games to be played on a mobile phone at the zoo. The prototypes of these games can be found on my [portfolio](#).

2018-2019 – Internship Gameplay Programmer at Enversed Studios

Implementing necessary gameplay functionalities in a number of virtual reality applications (industrial, training, entertainment and edutainment).

Skills:

Programming

Unreal Engine (blueprints)
Unity (C#)
HTML
SCSS
TypeScript
Angular

Brainstorming

Making prototypes
Working in teams
Presenting/pitching
Video editing
Drawing/sketching

Languages:

Dutch (fluent)
English (fluent)

Hobbies:

Gaming
Visiting, filming and designing (fictional) zoos