



JIMME VAN DUIJNHOVEN

GAME DESIGN STUDENT

PROFILE

Hi, I'm Jimme van Duijnhoven, a passionate game design student currently studying at Saxion University in Enschede. I have a strong interest in gaming, designing, and creating games, which is why I chose this career path.

I have over five years of experience working with Unity and C#, and I'm skilled in using Unreal Engine with Blueprints. I love designing games, especially system design and level design. I enjoy collaborating with others and have experience working in teams to achieve common goals, share ideas, and ensure smooth communication throughout development projects. My goal is to become a professional game designer who creates engaging, visually appealing, and, most of all, enjoyable experiences.

In my free time, I love working on personal game projects and exploring new tools and techniques to improve both my technical and design skills.

WORK EXPERIENCE

Apollo Journey

jan. 2023 - jun. 2023

Game Developer | Intern

- Worked on a project involving Oculus VR development using Unity.
- Gained hands-on experience in implementing VR functionality and optimizing gameplay systems.
- Collaborated with a multidisciplinary team to meet project objectives and deadlines.

Dutch Rose Media

aug. 2021 - jan. 2022

Game Developer | Intern

- Contributed to projects involving AR development, all built using Unity.
- Learned industry-standard practices for game development and prototyping.
- Collaborated with team members to create interactive and engaging experiences.

EDUCATION

Saxion University of Applied Sciences

sep. 2023 - current

Game Design

- Learning the fundamentals of game design, including system design, level design, and combat design.
- Developing professional game development skills using tools like Unity, Unreal Engine, and Figma.
- Preparing for a career in game design by focusing on collaboration and industry standards.

SintLucas MBO

aug. 2019 - jul. 2023

Game Development

- Gained experience in game creation using Unity and C#.
- Developed skills in version control and collaboration through GitHub.
- Acquired proficiency in Adobe Creative Suite tools, including Photoshop, Illustrator, and Premiere Pro.
- Created polished games and collaborated with artists and designers on various projects.

CONTACT

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SKILLS

- Unity
- C#
- Unreal Engine (Blueprints)
- Adobe Creative Suites
- Blender
- Maya
- Figma
- Github
- Excel
- System Design
- Combat Design
- Level Design
- Prototyping
- Playtesting
- Documentation
- Teamwork

LANGUAGES

- English (Fluent)
- Dutch (Fluent)