

Johnny Wuijts

Eindhoven, North Brabant, NL | johnny20032018@gmail.com

Sintlucas student - Fourth year game development (MBO Niveau 4)

High-performing student at Sintlucas Eindhoven, willing to take on any programming task.

Eager to learn and determined to succeed and overcome any challenge.

- Intensive attention to detail
- Commitment to continuous learning
- Natural problem solver
- Expert computer skills

Education History

- Vwo 1 to 3 (2014-2019)
- On fourth year of MBO game development (2020-Present)

Internships

- DeStudio Eindhoven

A design agency that does a broad range of projects, including graphic design and product design, but also game design.

Project Highlights

- Digital version of Go-Grow game
[Go-Grow](#) is a board game that is used in dozens of companies to make it easier for employers and employees to discuss the future.
Because of the lockdown, I was asked to make a digital version of this game.
- [VR Museum for unpopular artists](#)
I worked together with other students to create a virtual

museum in VR. I did all the programming related tasks, as the other students were artists.

- [Conway's Game of Life with Processing](#)
I remade Conway's Game of Life with Processing, a flexible software sketchbook.
- Game Jam for the Dutch Design Week
I made three small games for a Dutch Design Week game jam, hosted by Sintlucas.
- [My portfolio website](#)
Website that has most of my noteworthy projects, and has a description of the process and software used.

Specific skills

I am best at:

- Unity
- C#
- Python

I'm good with:

- Web development (HTML, CSS and Javascript)
- Java
- Digital art
- Bosca Ceoil (music making software)