



Oebe Rademaker

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Summary

Dynamic and driven developer with a passion for creativity and innovation. Proficient in Unity, C#, scrum and agile working methods. In addition to first-hand experience in project management. Dedicated team player known for effective communication, problem-solving skills and overall sociability.

Relevant experience

Springlab 🌐

Game programmer

September 2023 - Februari 2024

Utrecht

Intern at Springlab, working in Unity to develop interactive, tablet-based games that combine physical activity with learning.

Education

Saxion University of Applied Sciences

Creative Media and Game Technologies

Cum Laude

September 2020 - February 2025

Bachelor

Birmingham City University

Video Game Digital Art

January 2023 - July 2023

Minor

CLV

September 2019 - March 2020

HAVO

CLV

September 2015 - June 2019

VWO

Skills

Programming



C#, Unity, Git, Python

Design



Gameplay design, Level design, Creative problem solving

Project management



Scrum methodology, Agile development, Planning

Soft skills



Communication, Collaboration, Identifying problems

Projects

Eden's Golden Rule

February 2024 - July 2024

🔗 <https://github.com/Modderjoch/eden-golden-rule>

An Augmented Reality journey during which Eden learns about the Golden Rule. Made for the JCK in Amsterdam, developed for tablet/mobile.

"Do unto others as you would have them do unto you"

Programming, Planning, Design

Eggspllosion

February 2022 - September 2023

🔗 <https://github.com/Modderjoch/Eggspllosion>

A whimsical local multiplayer twin-stick arena brawler that pits fighting chickens against each other in a chaotic egg-filled battle. Gather your friends, grab your controllers, and get ready for some clucking good fun!

Project management, Gameplay design, Level design

Certifications

Microsoft Office Specialist

Microsoft

Cambridge First Certificate in English

Cambridge English

Languages

Dutch



English

