

Education

Utrecht University, Utrecht

July 2023

Master of Game and Media Technology
Grade: 8

Fontys University, Eindhoven

July 2020

Bachelor of Software Engineering & IT
Grade: 8

Technical Skills

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|---------------------|-------------------|--------------------|----------------------|
| • C#/C++/C | • Web development | • Front-End | • ThreeJS/PixiJS |
| • Python/Typescript | • JavaScript | • VBA/Excel | • Blender/Photoshop |
| • PLSql/SQL | • Tensorflow | • Machine Learning | • Data visualization |
| • HTML5/CSS3 | • OpenCV/OpenGL | • Unity3D | • Godot |

Work Experience

DTT

Amsterdam, NL

Game Developer Intern

September 2020 – February 2021

- Handled content generation algorithm of an online browser game written in TypeScript
- Improved performance of start-up time via asynchronous downloading of world scene
- Actively developed and contributed to the project

Accenture

Utrecht, NL

Research Intern

July 2019 – February 2020

- Conducted a research experiment on an AR mobile implementation for presentations
- Designed and performed user testing for user interaction cases
- Developed, tested and presented proof of concept using Unity3D and Vuforia
- Demonstrated skills contributed towards my graduation thesis

EZSupportAR

Eindhoven, NL

Intern

February 2018 – June 2018

- Maintained main product and developed side product at EZSupportAR
- Automated UI elements to reduce re-development of newer version
- Restructured, maintained, and managed main product in agile environment
- Developed a proof-of-concept low latency networking connection between main and mobile app for immediate response

Personal Experience

[Portfolio](#)

[GitHub](#)

TD-Game

February 2023 - Present

- Solo developing a tower defense style game including in-game assets, scripts, AI behavior and procedural map
- Developed tower upgrades and increasing difficulty through levels
- Developed efficient target finding without relying on physics

Neutron Charge

December 2019 – January 2020

- Solo developed a mobile arcade game, including game assets, AI behavior and UI
- Power progression via currency earned through play
- Released on Google play store as an indie game developer