

DANNY DEN OUDEN

Verzonken Kasteel 60 | 5071 KE, Udenhout | The Netherlands

CONTACT

- +31-6 201 06178
- danny.den.ouden@live.nl
- <https://www.linkedin.com/in/danny-den-ouden/>
- Portfolio: <https://ov-legacy.com/>

EDUCATION

HBO-ICT Bachelor

Fontys University of Applied Sciences, Tilburg / Eindhoven

HAVO

2College Cobbenhagenlyceum, Tilburg

SKILLS

LANGUAGES

- C#
- Java
- JavaScript
- HTML5
- CSS

TOOLS

- Figma
- Godot
- Unity
- Blender
- Git

FRAMEWORKS

- Tailwind CSS
- React.js
- SolidJS

PROFESSIONAL OVERVIEW

My name is Danny den Ouden. I'm a 22-year-old student at Fontys University of Applied Sciences. My field of study is varied, ranging from game design, where I made games like Party Morph, soon to be released on Steam. To full-stack development with a passion for design and front-end. I love to share my passion for creative design and combining that with game development.

WORK EXPERIENCE

Creative Director

DogFood Studios | 2024

- Lead designer for Party Morph, a four-player co-op game. Creating a branding guide, various levels, and the general direction for the game.
- Worked closely with interns that made the assets for the game, as well as the stakeholders to ensure the game's quality.
- Validated the game in various stages, by creating test plans, user testing, and interviewing.
- Made sure the progress was going smoothly by initiating SCRUM and being the scrum master. Providing guidance to the team by working in 2 weeks sprints and adapting to the workflow.

Front-end designer

Municipality of Eindhoven | 2022

- Revamped the look & feel of DICE, a web application used by companies based in Eindhoven. Including dashboards, login pages, and forms.
- Initiated a thorough survey to all users of DICE to find the struggles and improvements needed to the application, for it to be used smoothly. Which had over a hundred responses.

Modder

Ov's Legacy: Cat Armor | 2024

- Made a mod for Minecraft, which included learning the game's code and using mixin to alter it.
- Made a 3D model to be used in the game as well as texturing it