DAMIAN M. BUZINK

Gameplay programmer

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TECH STACK

Unreal Engine
Unity
C++ C#
Python Java
Javascript\Typescript

.NET Node.js
Angular Docker
Blazor SQL Server
MySql MongoDb
Neo4j

SKILLS

Software design
Full stack development
Algorithm expertise
Leadership

LANGUAGES

Dutch: Native
English: Fluent

FAVORITES GAMES

- Persona 3
- Assassin's Creed 2
- Zero Escape: Virtue's Last Reward
- God of War (2018)
- Baldur's Gate 3
- Astral Chain
- 13 Sentinels
- Disco Elysium
- Fire Emblem: Three Houses
- Ghost of Tsushima

ABOUT ME

I am Damian Mitchel Buzink and I am 24 years old. Ever since I was a little kid I have loved games and wanted to become a game developer, even though I did not even know what such a job entailed. Later as I got interested in technology and learned more about game development, I wanted to become a gameplay programmer. I hope to one day become a lead gameplay programmer.

EXPERIENCE

Software developer internship | Asamco B.V.

📅 02 2021 – 08 2021   📍 Breda, The Netherlands

- Developed a new version of their Loan Management System. Consisting of a new SDK with core functionality, a website and a web API with the SDK functionality.

Software developer internship | CM.com

📅 08 2019 – 01 2020   📍 Breda, The Netherlands

- Developed a product generic invoice system.

EDUCATION

Master Computer Science and Engineering | Eindhoven University of Technology

📅 09 2021 – 08 2023   📍 Eindhoven, The Netherlands

- Thesis: The effect of area preservation on polygon simplification
- Focus: Algorithms

Bachelor Software Development | Avans University of Applied Sciences

📅 08 2017 – 08 2021   📍 Breda, The Netherlands

- Minor: HBO-TOP Minor Computer science and Engineering (special pre-master program for high performing HBO students)

PROJECTS

Aigez Brain Trainer | 🌐 ▶

- A serious game intended for lonely elderly people created for a school assignment. The main gameplay consists of six different minigames, with a leaderboard as a multiplayer component, and included a small story tying the gameplay together. Created as part of a team, which I lead. Only available in Dutch.
- Created in Unity with a small server app developed with .NET.

The Heiress on Ice | 🌐 ▶

- A small game demo, where you play as a figure skater fighting enemies. In the game you do more damage, the higher your velocity. You can keep your velocity high by finding a path through the enemies, as turning slows you down a lot, which is enabled by the ejection that happens after you attack.
- Solo-developed in Unreal Engine 5.