

Loisel Kleijnen

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Education

University of California, Santa Cruz

Bachelor of Science in Computer Science: Game Design, 4.0 GPA

Santa Cruz, CA

Sept. 2024 – Present

Cabrillo College

Aptos, CA

Aug. 2021 – May 2024

Relevant Coursework

- | | | | |
|--------------------------|----------------------------|----------------------|------------------------------|
| • Python Prog. | • Discrete Mathematics | • Game Design/Dev | • Software Engineering |
| • C/C++ Prog. | • Computer Systems | • UI/UX Design | • Linear Algebra |
| • Advanced Alg. Analysis | • Data Structures and Alg. | • Comp. Architecture | • Probability and Statistics |

Technical Skills

Languages: C/C++, Python, C#, HTML, CSS/SCSS, Typescript, Javascript, RISC-V Assembly

Game Design Engines: Unity, Godot, Unreal, Phaser, Twine, GDevelop

Developer Tools: Git, VSCode, Linux, Angular, Firebase, Figma, IntelliJ, PyCharm, Jupyter Notebooks, Node.js

Experience

Tech4Good

March 2025 – Present

Web Developer

University of California, Santa Cruz

- Working on full stack development in a large team on Timely, a meeting planner integrated with school schedules
- A variety of experience in using HTML, SCSS, Typescript, and Figma to create components for web pages, style layouts, and produce a pleasing and easy to interact with UI
- Conducting research in social computing and HCI to create systems that foster growth in education

Projects

London Underground Map

Apr. 2024

- Developed a GUI of the London Underground network using Python to guide users to and from stations
- Created a color-coded map for users to view information of the network and select stations, showing users the fastest route using Dijkstra's algorithm

S.P.A.C.E.

Aug. 2025 - Sept. 2025

- Led a 5 member team, developing an informative deductive game in Unity, based on exoplanet research
- Programmed key gameplay elements, such as the formulas behind matching success, and compiled all research
- Drew alien, exoplanet, and UI sprites
- Worked with Git to update the game's files and easily facilitate team work

Orbomancer

Oct. 2025 - Nov. 2025

- Created an orb matching game with 3 other people where players explore a map, traveling to crystals to match orbs
- Programmed crystal and orb behavior, such as the correct matches between crystals and orbs
- Worked with Github to facilitate team work and merge in tasks

Other Interests

Languages

- Fluent in English, Proficient in Dutch and French

Classical Music

- 10+ years of playing the harp