



# Nathan Nieuwenhuizen

## Game Developer

Weverakker 6  
Koog aan de Zaan, 1541 VN  
0681690425  
[nathan-san@live.nl](mailto:nathan-san@live.nl)

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## SKILLS

### Code Languages

C#  
Typescript/Javascript  
PHP/MySQL  
CSS/Sass  
C++  
Python

### Game Engines/ Software

Unity  
Godot  
Phaser  
Git  
HTML5/WebGL  
Apps

### Soft Skills

SCRUM/Agile  
Problem solving  
Creative  
VR  
AR

## WORK EXPERIENCE

### Orange Games bv, Schiphol- *Junior Game Developer* - July 2018 - December 2018

As a junior game developer I did development of games, Q&A testing and integrating games to other platforms

### Mindgame, Hilversum- *Intern programmer* - February 2017 - July 2017

I was responsible for front-end website development and the backend connection handling. I also did hybrid app-development.

## EDUCATION

### Hogeschool voor de Kunsten Utrecht (HKU) -*HBO* - August 2018 - Present

Learned more about game development and how to grow as a designer. Creative drive is encouraged at HKU.

### Media College, Amsterdam - *MBO-4* - 2014 - 2018

Developing games with a focus at programming, designing and working in a team consisting of developers and artists. We work on projects and build up experience of developing applications and games.

### Orion College, Amsterdam - *Secondary School* - 2010 - 2014

Profile is: Nature and Science. I focused mainly on beta subjects like math and physics

## About

I'm Nathan Nieuwenhuizen. I'm 24 years old and an enthusiastic person with an odd sense of humor.

My hobbies are dancing, performing magic tricks, drawing and of course gaming!

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