



DANNY KRUISWIJK

Tools Programmer

 Breda, The Netherlands

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 dannykruiswijk.com

 Dannyfaction

EDUCATION

Breda University of Applied Sciences *Breda*
CREATIVE MEDIA & GAME TECHNOLOGIES (IGAD) *09/2019 - 07/2023*

- Working on custom engines in C++
- Tools Programming specialization
- Multi disciplinary development
- Creating experiences with Unreal Engine
- Increased project bugtracking frequency by 180%
- Increased developer community engagement by 2x
- Saved 4 days of manual work with a PipelineTool

Mediacollege Amsterdam *Amsterdam*
MEDIA & GAME DEVELOPMENT *09/2014 - 07/2018*

- Creating games with Unity C#

PROFESSIONAL EXPERIENCE

Scopic *Amsterdam*
VIRTUAL REALITY DEVELOPER INTERN *09/2017 - 02/2018*

- Creating experiences and simulations for the Oculus Rift, HTC Vive, Gear VR and Google Daydream using Unity C#

Alterego Games *Driebergen-zeist*
PROGRAMMER, LEVEL DESIGNER *07/2017 - 09/2017*

Alterego Games *Driebergen-zeist*
GAME DEVELOPER INTERN *02/2017 - 07/2017*

- Programming games in Unity with C#



HARD SKILLS

C++

Unreal Engine

C#

Unity Engine

Python

TOOLS

Perforce, Microsoft WPF, DearImGui, Git, FMOD, Jira, Monday.com, GraphQL, Rest API

SOFT SKILLS

Avid problem-solver
Proactive
Collaborative
Adaptable to environment
Interdependent

LANGUAGES

English • Fluent
Dutch • Mother tongue

HOBBIES

Biking, Gaming, Yoga, Frisbeeing, Board games