

# Danny de Bruijne

## CURRICULUM VITAE

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[LinkedIn](#) – [Portfolio](#) – [Github](#)

## Work Experience

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- Sept. 2017 – Current:    Gameplay and UI Programming  
                                  Impeller Studios – United States of America (Remote)
- May 2017 – Sept. 2017:   Gameplay and UI Programming (Internship) – Awarded 9/10 by University.  
                                  Impeller Studios – United States of America (Remote)
- June 2014 – Current:     Sales representative  
                                  Ritel Electronics BV, Goes – the Netherlands

## Education

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- 2013 – 2018:             International Game Architecture and Design, Bachelor's degree of Science  
                                  NHTV University of Applied Sciences, Breda – the Netherlands  
                                  Graduated February 2018
- 2008 – 2013:             High school, HAVO NG degree  
                                  Stedelijke Scholengemeenschap de Rede, Terneuzen – the Netherlands

## Skills and experience

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### *Game Engines:*

- Unreal Engine 4
- Unity

### *Programming Languages:*

- C#, Java
- Unreal Blueprint
- C, C++
- PHP
- Various scripting languages

### *Platforms:*

- Android, iOS
- Windows, Linux
- Playstation 4, Wii U

### *Miscellaneous:*

- Source Control (Perforce, SVN, Git)
- Relational databases & SQL
- Linux
- Continuous Integration (Jenkins, TeamCity)
- Web design and hosting
- Bug tracking software