

Danny de Bruijne

PROGRAMMING – GAMES – DESIGN

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the Netherlands

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Education

- 2013 – Current: International Game Architecture and Design, Bachelor's degree
NHTV University of Applied Sciences, Breda – the Netherlands
Expected graduation: July 2017
- 2008 – 2013: High school, HAVO NG degree
Stedelijke Scholengemeenschap de Rede, Terneuzen – the Netherlands

Work Experience

- 2014 – Current: Salesperson, located Terneuzen and Roosendaal
Ritel Electronics BV, Goes – the Netherlands
- < 2014 Various miscellaneous jobs

Skills and experience

Game Engines:

- Unity3D *Advanced*
- Unreal Engine 4 *Advanced*
- Corona SDK *Intermediate*

Programming Languages:

- C#, Java *Advanced*
- Unreal Blueprint *Advanced*
- C, C++ *Intermediate*
- Lua *Intermediate*
- PHP *Intermediate*

Platforms:

- Windows, Mac & Linux
- Android
- Sony PlayStation 4
- Nintendo Wii U

Graphical Tools:

- Adobe Photoshop CC
- Adobe Illustrator CC
- Adobe Premiere CC
- Sony Vegas
- Autodesk Maya

Miscellaneous:

- Source Control (Git, Subversion, Perforce, PlasticSCM)
- Microsoft Office (Word, Excel, PowerPoint, Publisher, Visio and Outlook)
- Relational databases (SQL, MySQL Workb.)
- Knowledge in Linux
- Web design and hosting
- Bug tracking software (Mantis)
- UI Design

Projects and work

Please visit my [portfolio website](#), [LinkedIn](#) and [Github](#) pages.