

Luuk Oude Vrielink

Front-end/Back-end Web developer
Game Engineering Student

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Overdinkel, The Netherlands

Education

September 2017 – Ongoing:	Saxion University of Applied Sciences, Enschede Game Engineering (bachelor)
September 2014 – June 2017:	ROC van Twente, Hengelo Application Development (BOL, Level 4)

Work

February 2020 – July 2020	Dutch Game Studio, Woerden Intern
January 2016 – Ongoing	Ionmoon BV, Deventer Front-end/Back-end Web Developer
November 2013 – January 2016	Albert Heijn, Losser Stock Clerk

Skills

Programming:

- Videogame programming (Unity 3D, Unreal Engine 4, C#, C++, Lua, XML, TypeScript)
- Web-based programming (Wordpress, HTML5/CSS, JS/jQuery, PHP, ASP.net, Java, phpMyAdmin, SQL)
- Git (GitHub, SourceTree)

Software:

- Visual Studio, Photoshop, Sony Vegas, Tiled, Android Studio, Microsoft Office, Trello

Languages:

- Dutch (native)
- English (fluent)

Interests

Video games:

Platformers, Action, Adventure, (J)RPG, Puzzle, etc.

Music:

Metal, Rock, Orchestral, etc.

Gym:

Weekly Fitness (3-5 times)

Movies/Series:

Action, Adventure, Drama, Fantasy, etc.