Dani van der Meulen

Game programmer/designer

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Gender: Male

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Summary

4+ years of backend experience, with the last 3 years in the "unity game development" sector. Creative and experienced Unity3D/Unity2D programmer/developer/designer. Specialized in physics, optimization and the Unity execution order.

Experience

Unity Developer

- Produced several game projects of different genres and multiple target audiences
- Worked with 15+ artists to create detailed and unique experiences, collaborating to mix talents and creativity
- Organized projects as lead developer, maintaining project integrity and streamline programming workflow
- Worked together with VR developers to create responsive and interesting experiences that work well with all VR equipment
- Extensive knowledge with Unity's many components

Education

- Software Development, ROC Mondriaan Leeghwaterplein (2021-2022)
- Game Developer, Grafisch Lyseum Utrecht Vondellaan (2022-present)

Skills

- C# language: 95%
- Unity components: 85%
- Gameplay design: 97%
- Collaboration and communication: 90%
- Troubleshooting and debugging: 75%
- Technical design: 87%

Languages

- Dutch
- English