



Dion van der Wateren

Gameplay Programmer

www.dionvdwateren.net

Experience

Sept. 2022 to
July 2023

TaleWorlds Entertainment
Ankara, Turkey

Software Development Internship

- Developed modular add-ons in complex structures
- Worked in both remote and in-office environments
- Developed tools and gameplay features in time-limited situations

2018 to 2019

Stadsarchief Rotterdam
Rotterdam, Netherlands

Game Development Internship

- Designed, coded and implemented a Unity Android game app for the Gear VR

Hard Skills

Experienced

C# / C++ / UE4 / UE5

Plastic SCM / Perforce / Swarm / Jira / GitHub

Intermediate

Unity / Blender / Photoshop

LUA / JS / Python

Enjoys

Steamworks / Switch / Kinect SDK / Game Architecture and Design

Education

2019 to 2023

Breda University of Applied Sciences
Breda, Netherlands

Graduated Cum Laude with a Bachelor in International Game Architecture and Design

GPA **3.81** | Graduation Oral Defense **10/10**

2016 to 2019

Grafisch Lyceum Rotterdam
Rotterdam, Netherlands

Graduated with an MBO 4 in Game Development

Soft Skills

Proficient

Dutch / English

Problem Solving

Student Projects

Sept. 2021 to
July 2022

Dune Strider UE4

Gameplay Programmer

Team size: 20+

- Prototyping, conceptualizing and developing gameplay features
- Integrating and facilitating the use of GAS
- Maintaining automated build pipeline to Steam using Jenkins



www.linkedin.com/in/dionwateren



dion@dionvdwateren.net

May 2021 to
July 2021

Team size: 8

DataFlow Custom Engine

UI & Engine Programmer

- Designed, coded and implemented the UI canvas system
- Automated active input device graphics

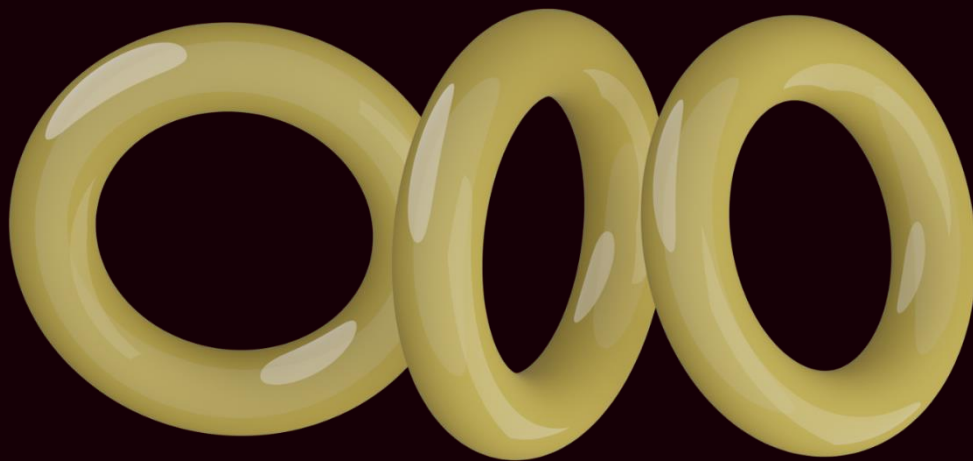
May 2020 to
July 2020

Team size: 11

Uncle Lovecraft's Fun Time Murder Hole! UE4

Gameplay Programmer

- Developed gameplay features communicated with the design team
- Integrated and encouraged localization



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