



# Dion van der Wateren

## Gameplay Programmer

www.dionvdwateren.net

### Experiences

April. 2026 to  
Now

**Team DNIO | teamdnio.com**  
Winschoten, Netherlands

Founder & Lead Dev

Nov. 2024 to  
Feb. 2026

**Focuspoint Studios**  
Assen, Netherlands

Gameplay Programmer

Game Architecture · Multiplayer Games · ue5 ·  
Multi-platform Development · Online Services ·  
Perforce · C++ · Python

- TaxiChaos 2

Oct. 2023 to  
Oct. 2024

**Team6 / Fusion**  
Assen, Netherlands

Gameplay Programmer

Game Architecture · Multi-platform Development  
· Multiplayer Games · Perforce · C++ · ue4 · ue5 ·  
Python · VR · Lua · Subversion

- Astro Chef
- Cyber Clutch: Hot Import Nights

Sept. 2022 to  
July 2023

**TaleWorlds Entertainment**  
Ankara, Turkey

Software Development Internship

- Development of 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

C++ / C# / UE4 / UE5

Plastic SCM / Perforce / Swarm  
/ Jira / GitHub / TeamCity /  
YouTrack / Google Workspace

Steamworks / Switch /  
PlayStation / Xbox / EOS / Epic

Unity / Blender / Photoshop

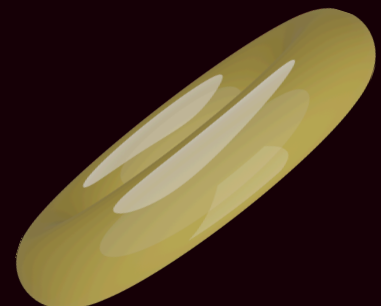
LUA / JS / Python

Kinect SDK

### Soft Skills

Dutch / English

Problem Solving



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## Education

2019 to 2023

**Breda University of Applied Sciences**  
Breda, Netherlands

Graduated with a Bachelor in International Game Architecture and Design

Average **8.6/10** | Graduation Oral Defense **10/10**

2016 to 2019

**Grafisch Lyceum Rotterdam**  
Rotterdam, Netherlands

Graduated with an MBO 4 in Game development



## BUAS Student Projects

Sept. 2021 to  
July 2022

Team size: 20+

**Dune Strider** UE4

Gameplay Programmer

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

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

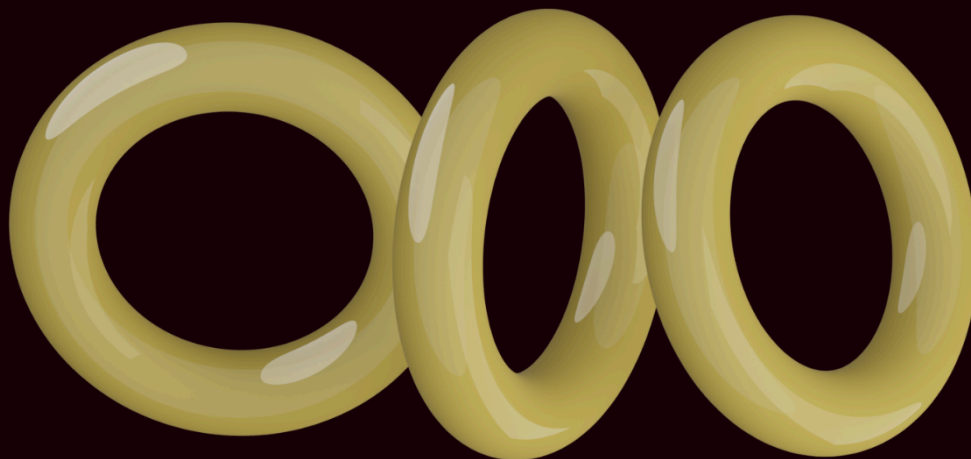
May 2020 to  
July 2020

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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