



Oebe Rademaker *Aspiring Technical Designer*

📅 09/04/2003

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Profile

Dynamic and driven game design/development student with a passion for collaboration and innovation. Proficient in Unity 3D, C#, and game design, with hands-on experience in project management and 3D modelling. Dedicated team player known for effective communication and problem-solving skills.

Education

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|----------------|--|----------------|
| 2020 – present | Creative Media and Game Technologies, Saxion University of Applied Sciences Bachelor (full-time), an average grade of 8,5 | Enschede |
| 2023 – 2023 | Video Game Digital Art, Birmingham City University Minor abroad | Birmingham, UK |
| 2019 – 2020 | HAVO, CLV Nature & Health profile, VWO in the first four years. (2015-2019) | Veenendaal |

Professional Experience

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|-------------------|---|------------|
| 09/2023 – 02/2024 | Game Programmer, Springlab Intern at Springlab, working in Unity to create interactive mobile/tablet based games for kids to combine physical activity with learning. | Utrecht |
| 06/2021 – 09/2022 | Host, Plein 1913 Responsible for welcoming customers and seeing to it that everyone is satisfied. | Veenendaal |
| 10/2018 – 06/2021 | Production Employee, Roast & Toast Responsible for producing, processing and packaging coffee. | Veenendaal |

Languages

Dutch
Native

English

Certificates

Microsoft Office Specialist Certificate
Score: 925/1000; Reference number: 25124064

Cambridge First Certificate in English
Score: 174, B2; Reference number: 0062192892

Skills

Programming

C#
Javascript
Git

Design

Gameplay Design
Experience Design
Storytelling

3D

Blender
Low Poly
Geometry Nodes

2D

Adobe Photoshop
Aseprite

Project Management

Published on Steam
Agile development
Trello