



Oebe Rademaker

Independent Technical Game Designer

📅 09/04/2003

📍 Utrecht, The Netherlands

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🌐 <https://github.com/Modderjoch>

Profile

Dynamic and driven game design/development professional with a passion for collaboration and innovation. Proficient in Unity, 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

2020 – 2025	Creative Media and Game Technologies, Saxion University of Applied Sciences Bachelor (full-time), graduated with honours (Cum Laude)	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

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

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
Creative problem solving

3D

Blender
Low poly
Geometry nodes

2D

Adobe Photoshop
Aseprite

Project Management

Published on Steam
Agile development
Trello