SURYANI DOMMERSHUIJZEN

TECHNICAL GAME DESIGNER

CONTACT

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SOFTWARE

Unity Engine	Perforce
Unreal Engine	Github
Godot	Adobe Creative Cloud
Microsoft Office	

EDUCATION

Breda University of Applied Sciences

Creative Media & Game Technologies

2021-2025

Bachelor of Science focussed on Game Design

Mediacollege Amsterdan

Gamedeveloper

2017-2021

Secondary vocational education(MBO-4) in game development.

LANGUAGES

Dutch

English

PROFILE

3rd-year Creative Media & Game Technologies student at Breda University of Applied Sciences specializing in Design and Production.

Currently working part-time as an instructor in software development at Mediacollege Amsterdam.

Emphatic, flexible, and always open to new experiences or opportunities!

WORK EXPERIENCE

Instructor Software Development

Mediacollege Amsterdam   Sep 2021 - Present

After graduating from game programming at Mediacollege, I returned the following academic year to work as a part-time instructor, combining this with my study of Game Design & Production at BUAS.

My main task is helping students (ages 16-25) with coding, game design, grading assignments, and coaching groups.

What I like most about my job is seeing students blossom and grow by doing what they love and eventually turning this passion into their future job.

Game Programmer

Royal Netherlands Army   Feb 2020 - Feb 2021

While studying game programming at Mediacollege, I did a year-long internship at the Serious Games Centre of the Royal Netherlands Army.

My main tasks were creating prototypes in Unity3D using C# and assisting with simulating military operations using Steelbeasts Pro.

During this internship, I have learned how to work with clients and in a team in a non-educative setting.

SCHOOL PROJECTS

Hive Dive   Sep 2023 - Present
Working on a Starfox-inspired roguelite game for a whole year as a design lead. Additionally, I worked on the UI and progression systems. Hive Dive is planned to release on Steam in Q2 2024.

Camp Champ   Apr 2023 - Jul 2023
Worked on a 2v2 couch co-op game. Tasks included working on gamemode iteration and UI design/art. Game was released on Itch.io.

Solo Projects   Sep 2022 - Feb 2023

Worked on two Godot projects(A twin-stick shooter and a Character Creation Tool) to increase my programming, game design, and pixel art skills. Both were released on Itch.io.