



Oebe Rademaker

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Summary Dynamic and driven developer with a passion for creativity and innovation. Proficient in Unity, C#, scrum and agile working methods. In addition to first-hand experience in project management. Dedicated team player known for effective communication, problem-solving skills and overall sociability.

Relevant experience **Springlab** **September 2023 - Februari 2024**
Game programmer Utrecht
Intern at Springlab, working in Unity to develop interactive, tablet-based games that combine physical activity with learning.

Education **Saxion University of Applied Sciences** **September 2020 - February 2025**
Creative Media and Game Technologies Bachelor
Cum Laude
Birmingham City University **January 2023 - July 2023**
Video Game Digital Art Minor
CLV **September 2019 - March 2020**
HAVO
CLV **September 2015 - June 2019**
VWO

Skills

Programming ● ● ● ○ ○ C#, Unity, Git, Python	Design ● ● ● ○ ○ Gameplay design, Level design, Creative problem solving
Project management ● ● ● ○ ○ Scrum methodology, Agile development, Planning	Soft skills ● ● ● ● ○ Communication, Collaboration, Identifying problems

Projects **Eden's Golden Rule** **February 2024 - July 2024**
 <https://github.com/Modderjoch/eden-golden-rule>
An Augmented Reality journey during which Eden learns about the Golden Rule. Made for the JCK in Amsterdam, developed for tablet/mobile.
"Do unto others as you would have them do unto you"
Programming, Planning, Design
Eggsplosion **February 2022 - September 2023**
 <https://github.com/Modderjoch/Eggsplosion>
A whimsical local multiplayer twin-stick arena brawler that pits fighting chickens against each other in a chaotic egg-filled battle. Gather your friends, grab your controllers, and get ready for some clucking good fun!
Project management, Gameplay design, Level design

Certifications **Microsoft Office Specialist** **Cambridge First Certificate in English**
Microsoft Cambridge English

Languages **Dutch** **English**
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