




DENNIS BORST

GAMEPLAY PROGRAMMER

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 06-18736974

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 The Netherlands

 1 August 1998

 Dutch
English

Website:
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[Dennis Borst](#)

Hard skills

Unity
C#
Visual scripting
Github
Unreal Engine
Photoshop
Blender
Html/CSS

Soft skills/Other

Teampayer
Creative thinking
Board games
Gaming
Bouldering

Internship

Gameplay Developer - Wolfdog interactive

Feb 2021 – Jun 2021

Rotterdam

- Prototyped and polished gameplay mechanics
- Fixed game breaking and small bugs
- Playtest and analysed the game to seek improvements

Projects

Ease Island (Unity)

Sep 2022 – Mar 2023

- Designed and iterated the world and levels inside
- Designed, prototyped and polished the game mechanics
- Created and implemented the 3D models
- Created and implemented the UI
- Playtesting the game to iterate on the feel and game mechanics

Volition (Unreal engine 4)

Sep 2021 – Feb 2022

- Collaborated with the designers about the game mechanics
- Prototyped and polished the game mechanics
- Playtest the game to get information to iterate

The Analyst (Unity)

Sep 2020 – Feb 2021

- Prototyped the game mechanics
- Created the systems behind the puzzles
- Implemented the art to the game mechanics
- Collaborated with the team and the client

Education

Game development

Sep 2018- Jun 2023

Hogeschool der Kunsten Utrecht, Utrecht

English school (study abroad)

Sep 2017 – Nov 2017

EF Eastbourne, Eastbourne

Senior general secondary education

Sep 2015 – Jun 2017

Rijnlands Lyceum Sassenheim, Sassenheim

Pre-vocational secondary education

Sep 2010 – Jun 2015

Rijnlands Lyceum Sassenheim, Sassenheim

Work Experience

Orderpicker

Jan 2021 - Apr 2022

Distributiecentrum Dirk, Sassenheim

Woodworker

Nov 2017 – Apr 2018

Kistenfabriek Bakker, Lisse

Catering Assistant

Nov 2016 – Jun 2017

De Oude Tol, Sassenheim

Construction Company

Jun 2015 – Aug 2015

Van Kampen, Voorhout