

DENNIS BORST

GAMEPLAY PROGRAMMER



's-Gravendamseweg 36a 2215TD, Voorhout



06-18736974



dennis.borst@hotmail.nl



The Netherlands



1 August 1998



Dutch English

Website:

www.dennisborst.com

Linkin:

<u>Dennis Borst</u>

Hard skills

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

Soft skills/Other

Teamplayer Creative thinking Board games Gaming Bouldering

Internship

Gameplay Developer - Wolfdog interactive

Rotterdam

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

Projects

Ada's Study (Unity - C#) - Released 2024

Sep 2020 - Feb 2021

Feb 2021 - Jun 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

Ease Island (Unity - C#)

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 - Blueprints)

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

Education

Game development	Con 2019 Jun 2022
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