

# Nathan Nieuwenhuizen

## Game Developer

Koog a/d Zaan | [contact@nathannieuwenhuizen.nl](mailto:contact@nathannieuwenhuizen.nl) | 0681690425

### EDUCATION

#### GAME DEVELOPER, MEDIA COLLEGE

2014 – 2018 EXPECTED

Developing games with a focus at programming, designing and working in a team consisting of developers and artists.

We work on projects and build up experience of developing applications and games.

#### SECONDARY SCHOOL, ORION COLLEGE

2010 – 2014 SGSE

Profile is: Nature and Science. I focused mainly on beta subjects like math and physics.

### SUMMARY

In September 2014 I started studying "Game Developer" at the Media College Amsterdam. In September 2016 I'm starting the third term, during the end of which, January 2017, I am required to intern at a game company.

I am an enthusiastic programmer who can motivate himself to do any work or project either independently or in a team and always strive to do the best work possible. I'm open to the suggestions and feedback of others and am always looking to use these to improve my skillset. I must warn you I have an unusual sense of humour.

My goal is to challenge myself to become a better programmer / designer. To become a better team player. And last but not least: To make games!

### SKILLS

- programming languages
- C#
- Javascript
- HTML
- CSS
- AS3

#### Programs

- Unity
- Microsoft office
- Github
- Paint Tool SAI
- Trello

**Languages:**

- Dutch  
(native languages)
- English

**EXPERIENCE**

**MAGICIAN**

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2011 – TODAY

With my brother, we performed shows at birthdays, parties and weddings. We performed once per two months the shows, back since 2011. With conjuring, I learned many things about interaction with other people and communicating with people and clients.

**POSTMAN ZONDAGSOCHTENDBLAD ZAAINSTAD**

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2009- 2013

At this part-time job, I folded flyers and newspapers, and delivered them to the neighbourhood. What I got from this, is the experience with working and the improvement of my endurance.