



kelvin de jong

SUMMARY

Junior Gameplay Programmer skilled in C++ and C#, with experience in Unity, Unreal Engine, and VR development. Passionate about applying technical expertise to create engaging and innovative gameplay experiences.

EXPERIENCE

VR Host & Technician / The VR Room / 08/2021 – 08/2022

- Supervised the VR Room at restaurant 'De Proefzaak'. Guided users and helped with hardware/software issues.

Intern / XR Lab / 01/2021 – 08/2022

- Collaborated on VR and experimental hardware projects. Led some projects as a medior programmer.

Retail Employee / Intertoys / 01/2019 – 09/2021

- Assisted customers, operated cash register, restocked shelves.

Shelf Stacker / Jumbo / 01/2018 – 01/2019

- Monitored product freshness, rotated stock, assisted customers.

EDUCATION

Game Development (Bachelor) / Howest Digital Arts & Entertainment / 2022 – Present

- Focused on game programming, building a custom game engine and graphics pipeline.

Game Development (MBO) / Grafisch Lyceum Utrecht / 2018 – 2022

- Focused on C#, Unity, and game design. Worked on multiple projects yearly.

PROJECTS

PPG DDA Experiment / Graduation Project / 2025

- Designed and developed a Sudoku-inspired puzzle game to research adaptive difficulty adjustment.

- Implemented both static and adaptive versions of the game.

- Conducted player studies with surveys and interviews to evaluate engagement and difficulty balance.

Beetlefield Blast / Team Project / 2025

- Contributed to a competitive beetle brawler where players fight over a ticking fruit bomb.

- Built the joining scene, player hit detection and designed the map layout with team-specific zones.

- Integrated sound effects and refined gameplay flow for competitive play.

To Bee or Not to Bee / Game Jam / 2025

- Created a bee pollination and hive defense game during a time-limited jam.


- Programmed bee movement and pollination systems, including flower lifecycle logic.

- Ensured dynamic and replayable gameplay through resource management mechanics.

CONTACT

 Zuid-Holland

 kelvindelongdev@gmail.com

 20-08-2001

 Dutch

 linkedin.com/in/kelvin-de-jong/

SKILLS

- Primary - Proficient
- Secondary - Some Experience

SOFTWARE

Game Engines

- Unreal Engine 4/5
- Unity 5/6
- Game Maker

Source Control

- Git
- Perforce

Frameworks/Libraries

- GLM
- SDL
- OpenGL
- Dear ImGui
- WPF
- Qt
- DirectX11

Tools

- Maya
- Photoshop
- Houdini
- Premiere Pro

IDE

- Qt Creator
- Visual Studio
- VS Code
- Rider/Clion

PROGRAMMING LANGUAGES

- C++
- C#
- SQL
- HTML5
- CSS3
- Java
- JavaScript
- Lua

LANGUAGES

Dutch: First language

English:


Gevorderd (B2)