

# Stijn Hogerwerf



## Profile

Solution-oriented, persistent, analytical, and hardworking are words that describe me well. I enjoy creating games. I also take an analytical look at my colleagues and my own work to see what can be improved.



### ADDRESS

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### EMAIL

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### LinkedIn

[www.linkedin.com/in/stijn-hogerwerf](https://www.linkedin.com/in/stijn-hogerwerf)

### LANGUAGES

Dutch  
English

### EXTRACULAR ACTIVITIES

Virtual Reality, Watching Movies,, Gaming with friends, DJing

## EXPERIENCES

### September 2025– April 2026

Graduation Internship Game Developer • Grimmwyrd Studios • Amsterdam, North-Holland

During this internship I am working as a Game Developer. Here I was designing a C++ game engine.

### May 2022– August 2025

Cashier • Albert Heijn Supermarkt • Amstelveen, North-Holland

### September 2023 - February 2024

Internship Game Developer • ING Bank • Amsterdam, North-Holland

During this internship, I worked as a Game Developer. I programmed games and worked closely with game designers and 3D artists.

## EDUCATION

### August 2021– April 2026

Bachelor HBO-ICT Game Development • Amsterdam University of Applied Sciences • Amsterdam, North-Holland

This program provides you with the tools to develop games as part of a team for various sectors, such as healthcare, education, and the creative industry. You learn how to program games, from engine to gameplay.

### August 2016– June 2021

Havo • Amstelveen College • Amstelveen, North-Holland

Physics, Mathematics B, Chemistry, Dutch, English, Biology, Business Economics, Social Studies

## CERTIFICATE

### February 2023 – June 2023

Virtual Reality • Amsterdam University of Applied Sciences • Amsterdam, North-Holland

## SKILLS

Good knowledge of: Unity, C#, Monogame, Scrum, Agile, C++

Average knowledge of: Java, Blender, Kotlin, Android Studio