

Stijn Hogerwerf



Profile

Recent ICT Game Development graduate with a strong interest in software development, gameplay programming, and technical problem-solving. Experienced with C++, C#, Unity, and collaborative development through internships and academic projects.



ADDRESS

Anna Polaklaan 20
1187 PX Amstelveen
Nederland



MOBILE

+31 (0)683920494



EMAIL

shogerwerf.work@gmail.com



LinkedIn

www.linkedin.com/in/stijn-hogerwerf

Portfolio

<https://stijnhogerwerf.com>

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

Designed and developed a modular C++ game engine as part of my graduation project.

May 2022– August 2025

Cashier • Albert Heijn Supermarkt • Amstelveen, North-Holland

September 2023 - February 2024

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

Developed games and interactive applications while collaborating with game designers and 3D artists.

EDUCATION

August 2021– April 2026

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

August 2016– June 2021

Havo • Amstelveen College • Amstelveen, North-Holland

CERTIFICATE

February 2023 – June 2023

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

SKILLS

Programming: C#, C++, Java, Kotlin

Game Engines: Unity, Monogame

Tools: Blender, Android Studio, Aseprite

Methodologies: Agile, Scrum