

# Marc Dijkhuizen

## Technical Game Designer

I possess a communicative skillset, the ability to collaborate and lead dynamic and dedicated professionals. Collaborating with designers, artists, and programmers, as well as other team professionals, to achieve goals and meet deadlines. Additionally, I am committed to staying up-to-date with the latest game trends while developing and presenting ideas and prototypes to discover new trends. Conducting play-tests with potential players to identify areas for improvement.

### Education

#### Creative Media and Game Technologies at Breda University of Applied Sciences, Breda

SEPT 2019 – JUL 2024

- Learned how to think and act like a professional game designer for AAA titles.
- Collaborated with colleagues from various disciplines, which taught me how to communicate more effectively with them.

### Internships

#### Game Developer (Intern) at Enversed Studios, EINDHOVEN

SEPT 2023 – JUN 2024

Assisted in the creation of multiple VR projects in Unreal Engine 4 & 5. These projects are primarily used as training simulations for companies. Some of my tasks during this internship included:

- Using Visual Scripting to enable game logic and player interaction, immersing the trainee in their training while using our VR training.
- Designing new features for our projects and ensuring they were easy to understand and play for people who were not very familiar with VR or gaming.
- Presenting our games at the Dutch Design Week in Eindhoven, where I showcased our games and projects to the public.
- Leading a group of students from another university to complete a small project for the company I worked for.

### Published Videogames

#### The Archipelago Promise

SEPT 2022 – JUN 2023



### Personal Data

Eindhoven, Netherlands

[marc.igor.d@live.nl](mailto:marc.igor.d@live.nl)

#### Nationality

Dutch

### Links

[Portfolio](#)

[LinkedIn](#)

### Work Skills

Unreal Engine

Blueprinting

Unity

C++

C#

SQL

Confluence

JIRA

PerForce

Git

SourceTree

**Student project for my third year in UE5. Released on Steam as a free game. The team received a nomination for a Student BAFTA Award for our work on this game.**

- Feature team leader for everything related to the sailboat in the game.
- Designed all game mechanics of the sailboat.
- Created all prototypes for the boat in-engine and iterated on those mechanics based on player feedback.
- Worked with programmers to get the right feel for the boat, using in-game physics.
- Assisted the 3D artist in our feature team with research and iterations for creating the 3D model of the boat.

## Work Experience

### Data Engineer at EasternGraphics Benelux B.V, Eindhoven

MAR 2025 – PRESENT

- Modeled and maintained configurable product data for multi-variant product lines using OFML and SQL, enabling accurate attribute-driven switching between products.
- Designed user-focused configuration logic and UI behavior to streamline product selection and reduce errors for enterprise customers.
- Developed custom OFML scripts and Python utilities to automate data ingestion, validation, and transformation for client-specific catalogs.
- Built reusable templates and standards for product families, improving consistency and decreasing setup time for new lines.
- Partnered with cross-functional teams to troubleshoot data issues, optimize performance, and align configurations with client requirements.
- Conducted reviews and play-test style sessions with stakeholders to identify gaps and iterate on logic and presentation.

## Courses

### Unreal Engine 5 - Gameplay Ability System - Top Down RPG at Udemy

MAY 2024 – JUL 2024

## Personal Skills

- Problem-solving
- Time management
- Responsible
- Empathetic
- Adaptable
- Team player

## Languages

English

Dutch

