FERRON
DE WITTE

I AM A GAME DEVELOPER WITH 5 YEARS OF EXPERIENCE IN THE UNITY GAME ENGINE. I HAVE BEEN INTERESTED IN COMPUTERS AND EVERYTHING BEHIND THEM SINCE I WAS A LITTLE KID.

WORK EXPERIENCE

NEON ORIGINS
(SHADER GRAPH) PROGRAMMER

Amsterdam | November 2023 – February 2025

LIDL
STOCK CLERK / CASHIER

Schagen | November 2023 – Now

EDULOCK
LEAD ANDROID DEVELOPER

Amsterdam | December 2023 – October 2024

EDUCATION

MEDIACOLLEGE AMSTERDAM
GAME DEVELOPER

Amsterdam | September 2023 – Now

REGIUSCOLLEGE SCHAGEN
HAVO 3

Schagen | September 2019 – June 2023

SKILLS

HARD
UNITY
C#
SHADER GRAPH (UNITY)
HTML
CSS
JAVASCRIPT

SOFT
SCRUM
AGILE

LANGUAGES

DUTCH – NATIVE
ENGLISH – PROFICIENT

PROJECTS

FEVER DREAM
A platformer without a jump mechanic, focusing on alternative movement and level design.

MASTER CAPPUCCINO'S CAFÉ
Created during a game jam of 3 days. You help Master Cappuccino by merging cats on his market stall

HEDGE RUNNER
A game where you navigate randomly generated mazes as a hedgehog, the project's main focus was the procedural generation.

CONTACT

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ABOUT ME

DATE OF BIRTH: 02-11-2007
DRIVER'S LICENSE: NO
PLACE OF RESIDENCE: SCHAGERBRUG