

DYSON KUILWIJK

GAME PROGRAMMER



CONTACT

+971 55 810 6468

dysonkui@gmail.com

www.dysonmark.dev

SKILLS

TECHNICAL SKILLS

- Game Engines: Unity (C#)
- Programming Languages:
 - C#
 - HTML (Basic)
 - CSS (Basic)
 - C (Basic)
- Version Control : Git

OTHER SKILLS

- Time Management
- Effective Communication
- Team Tools (Trello)

LANGUAGES

- English (Fluent)
- French (Fluent)



PROFILE

Game programming student with hands-on experience in Unity and C#.

Passionate about creating interactive and scalable gameplay mechanics

Eager to contribute technical skills and creativity to a professional game development environment.



PROJECT EXPERIENCE

The Misfortunate Bloinky 2023
Game Jam (48hr) - Unity, C#

- Developed a prototype with the theme "Laugh" during a 48hr game jam.
- Collaborated with programmers, artists, and animators.
- Learned rapid prototyping and cross-disciplinary teamwork.
- 3rd place Abu Dhabi Gaming Game Jam

X Floors VR 2024
VR Project - Unity, C#, Oculus Quest 3

- Built a VR experience with interaction and spatial design in Unity.
- Learned Oculus SDK integration and VR UX principles.

TowerGeist 2025
Team Project - Unity, C#

- Usage of a modular GOAP AI system with A* pathfinding
- Enabled AI agents to collect materials and collaborate to build a tower
- Focused on scalable, emergent behaviors



EDUCATION

Computer Science Program - Epitech Brussels September 2020 - May 2021

Bachelor of Computer Science - Game Development Focus [SAE University Dubai], 2023 -
Expected Graduation: February 2026