

DYSON KUILWIJK

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SUMMARY

Junior gameplay programmer with a Bachelor of Games Development and hands-on Unity/C# experience across a shipped game, shooters projects, VR and several in-development titles. Comfortable owning gameplay systems end to end and to keep code maintainable. Unity Developer Intern experience on a commercial project. Seeking a junior Unity/gameplay role

SKILLS

- **Languages:** C#, HTML/CSS
- **Engine & Tools:** Unity, Cinemachine, VFX Graph, Shader Graph, ScriptableObjects, FMOD, VR/XR (Meta Quest 3), Blender
- **Version Control:** Git, GitHub
- **Concepts:** Gameplay systems, VR interaction, object pooling, design patterns (Observer, State, Command), enemy AI, UI, particle systems
- **Platforms:** Windows, WebGL, Meta Quest (Android)

EXPERIENCE

Unity Developer Intern | Classy Games (Remote) Jul 2025 – Sep 2025

Project: Orbital (commercial Unity title)

- Built a data-driven shop and ability system using ScriptableObjects, letting designers add and balance new content without programmer support.
- Created planet-display visuals using Render Textures, VFX Graph, and Shader Graph.
- Implemented UI and particle systems to improve in-game feedback and clarity.
- Contributed to code reviews and team standups to maintain code quality and coordinate work.

PROJECTS

Shotgun Fever | Unity, C# (in development) 2026 – present

Third-person shooter built around a dash-reload combat loop with one weapon and two spells.

- Built player movement on Unity's CharacterController with camera-relative input and acceleration/deceleration for responsive control.
- Implemented single-camera aim-down-sights using Cinemachine 3.x with FOV lerp, plus two-step raycast shooting for crosshair-accurate hits.
- Set up player animation with Mixamo retargeting, blend trees, avatar masks, and Animation Rigging.

The X Floors | Unity, C# (VR, Oculus Quest 3)

VR bomb-defusal game, my first VR project, built in a five-person team ("Five Guys").

- Built VR interaction and gameplay logic: an ordered wire-cutting bomb-defusal system with a ticking timer and fail states, plus the player controls tutorial.
- Edited a bomb model in Blender to separate cuttable wires for use in Unity, and manipulated UI text-mesh vertices to create a wobble effect.

Deckload | Unity, C# (team project)

- Programmed enemy AI and behaviour systems for the game's combat encounters.
- Built UI, VFX/shaders, and object pooling to keep performance stable during heavy scenes.

Unwind | Unity, C# (2-person team, sole programmer)

- Sole programmer, owning all gameplay end to end; also handled minigame design, audio implementation, and UI.

The Misfortunate Bloinky | Unity, C# (Global Game Jam, 3rd place)

Team 2D game built in 48 hours, my first team collaboration.

- Programmed the game's flow and UI: main menu, game-over loop, and in-level narration portals that delivered the story beats.
- Integrated the team's UI art into working game logic and resolved Git merge conflicts across the team under deadline.

EDUCATION

Bachelor of Games Development | SAE University College Dubai Feb 2023 – May 2026

Computer Science Program | Epitech, Brussels Sep 2020 – May 2021

LANGUAGES

English (Fluent) • French (Native)