
ALEXANDER ELZINGA

Enschede, The Netherlands • +31650232149 • alexanderelzinga94@gmail.com

[in www.linkedin.com/in/alexanderelzinga](https://www.linkedin.com/in/alexanderelzinga) • www.alexanderelzinga.com



Work experience

- June 2019 - present Unity Developer
Twinsense360
Developed a boat simulation game in VR using custom joystick controllers created for boats
Developed a mobile app to create a modular wall that can be built from the ground up in several shapes. Place panels, change materials and build a custom wall
Developed a WebGL game where schools can outline their building + playground on google maps. A hexagon grid will be generated from the area and children can start designing their playground
- August 2018 -
September 2019 Administrative Clerk
VDMparts.com
Importing drawings and partlists of motorcycle models for the webshop
- September 2018 -
February 2019 Unreal Developer - Graduation Internship
The Virtual Dutch Men
Gameplay programming & Lighting artist
Subject: Architectural Visualization in Unreal Engine 4
- February 2018 -
February 2019 Unreal Developer
Saxion & NCDFREE (Project: Cities & Hassles)
"Gamifying city planning to improve health and wellbeing"
City builder game presented during the WHO's First Global Conference on Air Pollution and Health
- May 2017 - June 2018 Unity Developer
Twinsense360
Development of Augmented and Virtual reality applications
Build the Total Reality app from scratch, which now serves as a subscription-based template for companies showing off AR and video content
<https://www.totalreality.nl>
Other projects included VR games and experiences
- February 2016 - June
2016 Lead Game Programmer Intern
Conceptlicious
Mobile game developed in Unity and released for iOS and Android
- Endless sliding/runner game as promotion for the new waterslide park
- Catapult game showing off rides in the theme park
[Avonturenpark Hellendoorn mobile game](#)

August 2012 - March 2013	Administrative Clerk VDMparts.com Importing drawings and partlists of motorcycle models for the webshop Linking clickable hotspots to all individual numbered parts of a drawing
June 2010 - September 2012	DKW Jumbo Supermarkten
2008 - 2010	Delivering Newspapers Interlanden

Education

September 2012 - February 2019	Bachelor of Science Saxion University of Applied Sciences Game Technology & Producing / Game Engineering
September 2006 - June 2012	VWO Atheneum Stedelijk Lyceum Kottenpark E&M - Atheneum

Languages

Dutch	Native Language
English	Good
German	Sufficient Goethe B1 Certificate

Skills

Unity	Unreal Engine 4	AR & VR
C#	C++	Unreal Blueprints
Apple ARKit	Google ARCore	ARFoundation
HoloLens	Oculus	HTC Vive
Scrum	Git	Team Projects
Substance Painter	Autodesk Maya	Photoshop