

# Personal information

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Full name: Ruben Marinus Bimmel  
Nationality: Dutch  
Date of birth: 23-02-1994  
e-Mail address: ruben.bimmel@gmail.com  
Website: www.rubenbimmel.nl  
Mailing address: Noordweg 78  
4333GK Middelburg  
The Netherlands

# Education

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2017-2020 HKU University of the Arts  
Game Development  
2015-2017 HKU University of the Arts  
Game Art  
2006-2012 CSW van de Perre  
VWO Atheneum

# Work experience

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2013-2018 Weststrate VOF  
Marketing, Desktoppublishing and Webshop  
2009-2015 Jumbo Middelburg  
Stocker

# Side activities

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2010-2011 Gamehouse Zeeland  
Secretary  
2003-2011 Zeeuwse muziek school  
Guitar lessons & music theory

# About me

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I am a Game Development student at the HKU university of applied sciences in the Netherlands. During my study I got to work on a variety of prototypes. During this year I spent most of my time on programming with C# in Unity. I love using technology to bring stories and environments to life.

I am currently looking for an internship in 2018-2019!

# Skills

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## Programming languages

C# C#

C++ C++

HTML CSS HTML & css

PHP MySQL PHP & MySQL

JS Java script

Python

## Game engines

Unity

Unreal

## Hardware

Oculus VR

Arduino

## Software

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

Adobe Audition

Autodesk Maya

Substance Painter

ZBrush