

FRANK DEN UIJL

Game Developer (Programmer)



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SUMMARY

I am currently working as Lead Game Developer at InThere, company that is specialized in making e-learning and education games. Responsible for creating a pipeline to create MicroGames in a day or less. Visit my portfolio website for more information.

EXPERIENCE

Lead Game Developer

InThere

09/2019 - Ongoing Leiden

InThere is specialized in making e-learning and education games. For more information about the product MicroGames visit my portfolio.

- Creating a production pipeline to create MicroGames in a day or less
- Localisation tools in Unity
- MicroGame Development Tools in Unity

inthere.nl

Game Developer

CoolGames

09/2018 - 09/2019 Amsterdam

CoolGames is specialized in making Quick Games on Messenger Platforms.

- HTML5
- Typescript/ Javascript
- Game Studio

coolgames.com

Educational Game Developer/Designer

Inthere

11/2015 - 09/2018 Delft

We help organizations develop accessible game-based lesson materials for all employees, to assist you to train large groups of people.

- Unity C# programmer
- Gameplay Designer
- User Experience

inthere.nl

CEO & Funder

PlusGames

02/2013 - 07/2016 Pernis

With a friend of mine I started PlusGames, where we took projects ranging from 3D modeling to making mobile applications. In our spare time we were making the game FaceWars, but we never released it.

- Programmer of mobile applications
- 3D artist
- UX Designer

Interactive web development

Hospitality Factory

2011 - 2012 Breda

Systems Navigator is an independent software consultancy firm with headquarters in Delft, The Netherlands.

- Interactive web developer
- 2D/3D art

SKILLS

Game Development

Unity 3D C# Visual Studio Code

Typescript 8+ Years Industry Experience

Tool Development

Localistion tools Asset Management

Game Development Tools Unit Testing

Game Development Methodology

Rapid Prototyping Scrum Agile

Quality Assurance Production Pipeline

INDUSTRY EXPERTISE

Game Programming



Tool Development



Game Art



PASSIONS

3D Printing

Running

Gaming

EXPERIENCE

3D Artist

Stentec Software

2008

Utrecht

Worked on Sail Simulator 5 as an internship

- 3D Modelled the skyline of Scheveningen
- Made various boats in 3D
- Did some animation work

EDUCATION

NHTV Breda University of Applied Sciences

HBO, Indie Game Development

2010 - 2015

Grafisch Lyceum Rotterdam

MBO, Game Design

2006 - 2010

GAMES I WORKED ON

ColReg

InThere

Lead Game Developer (Programmer)

2021 tinyurl.com/276jnmbe

The international regulations for preventing collisions at sea are table stakes essential knowledge needed by anyone involved in nautical activities. This project contains 17 MicroGames about the ColReg rules.

InThere MicroGames

InThere

Lead Game Developer (Programmer)

2020 tinyurl.com/3m8d9tax

We've managed to combine the best features of e-learning and educational games in a new, dynamic and inspiring learning concept that we call MicroGames.

MHSS Mood Monitor

InThere

Lead Game Developer (Programmer)

2020 tinyurl.com/y3fu4vx3

The MHSS Mood Monitor enables users to monitor their mood by answering a series of questions each day.

Daily Sudoku

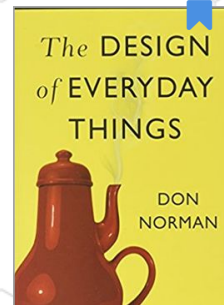
CoolGames

LiveOps Game Developer (Programmer)

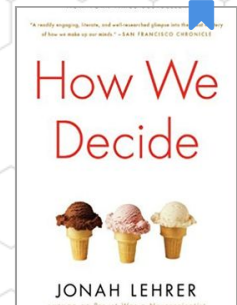
07/2019 facebook.com/gaming/play/dailysudokugame

Specifically developed for Instant Games on messenger, this Sudoku game has become a daily pastime for millions of users. The goal is to fill in the empty squares so that the digits 1 through 9 appear just once in every row, column and individual block. Play this Sudoku game with daily new challenges.

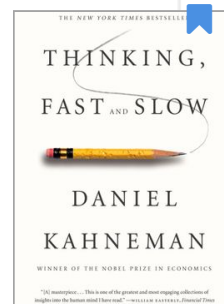
BOOKS



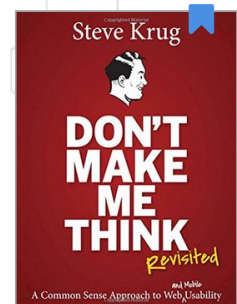
Design of Everyday Things
Donald Norman



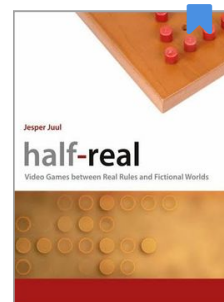
How we decide
Jonah Lehrer



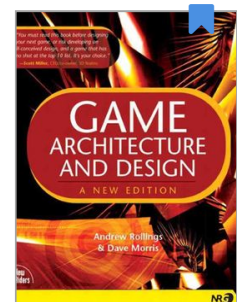
Thinking Fast and Slow
Daniel Kahneman



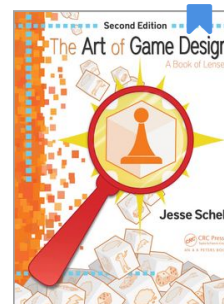
Don't make me think!
Roger Black



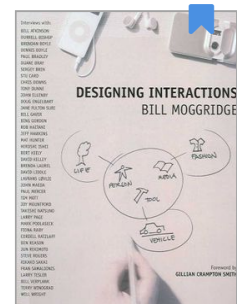
Half-real
Jesper Juul



Game architecture and design
Andrew Rollings



The Art of Game Design
Jesse Schell



Designing Interactions
Bill Moggridge

LINE everyone sketch

[CoolGames](#)

Game Developer (Programmer)

📅 2018 - Ongoing 🔗 tinyurl.com/h5cfhdz4

Drawing game for the Japanese messenger platform LINE.

The game is built for the Japanese market.

ROCK-IT

[Inthere](#)

C# Unity Programmer, Gameplay Designer, Content manager

📅 2018 🔗 tinyurl.com/3ecceyp4

Intervention game for English at primary school. In total there are 20 missions and every mission consists of 7 different minigames.

Port Constructor

[Inthere](#)

C# Unity Programmer, Gameplay Designer, User Interface Designer

📅 2018 🔗 tinyurl.com/b5hkn2tc

Port Constructor is a MicroGame, wherein the player engages in missions each taking 15 to 20 minutes to play.

REINier de Game

[Inthere](#)

C# Unity programmer, Gameplay Designer

📅 2018 🔗 tinyurl.com/p4hbjpgk

Through a series of short and challenging missions, you increase your knowledge about hand hygiene, personal hygiene and the isolation measures within Reinier de Graaf.

Model Manager

[Inthere](#)

C# Unity programmer, Gameplay Designer

📅 2017 🔗 tinyurl.com/pyee2b3h

In this game you will manage the different modalities of the Rotterdam-Venlo corridor.

RTG Dispatcher

[Inthere](#)

C# Unity programmer, Gameplay Designer

📅 2016 🔗 tinyurl.com/59xyrtea

RTG Dispatcher is a training game about managing yard cranes at a container terminal.

Sail Simulator 5

[Stentec Software](#)

Intership, 3D Artist

📅 2008 🔗 sailsimulator.com

At the Hiswa 2009 boat show we proudly presented the first official version of Sail Simulator 5. Developed using our new DirectX simulation technology for an extraordinary realistic sailing experience.