

# Ferri de Lange

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## WORK EXPERIENCE

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### Fluxus

Nov 2019 – Feb 2020

*Instructor*

*Zaandam*

- Developed a comprehensive six-week curriculum focused on introducing programming concepts to elementary school students.
  - Conducted engaging and interactive lessons in small group settings, providing personalized attention to each student's learning needs.
  - Fostered a supportive learning environment that encouraged student participation and comprehension, resulting in enhanced understanding of programming fundamentals.
  - Implemented innovative teaching strategies to make complex concepts accessible to young learners, fostering their interest and enthusiasm for programming.
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### DTT

Feb. 2020 – Jan. 2021

*Unity developer (Internship)*

*Amsterdam*

- Actively participated in the development of various Unity projects, contributing to the implementation of essential features and functionalities.
  - [Edu Play Book](#)
- Demonstrated continuous improvement in C# programming skills, leveraging acquired knowledge to enhance project outcomes and efficiency.
- Assumed a leadership role in the design and execution of the "Operatie Z.U.I.V.E.R." project, overseeing its architecture and implementation.
  - [Operatie Z.U.I.V.E.R.](#)
- Strengthened communication skills through regular interactions with team members and stakeholders, fostering collaboration and ensuring project alignment with objectives.
- Applied agile methodologies effectively to streamline workflow processes, resulting in improved project management and delivery timelines.

Feb. 2021 – June. 2021

*Unity developer (Part-time)*

*Amsterdam*

- Contributed to the development of an architecture for centralizing Unity code assets across multiple projects, enhancing efficiency and code reusability.
- Played a key role in content creation for centralized code assets, resulting in the creation and publication of several packages:
  - [Procedural UI](#)
  - [Infinite Scroll View 2.0](#)
  - [Skill Attack Indicators](#)
  - [Color Palette Management](#)
  - [Level Select Overworld Generator](#)
  - [Mobile Keyboard Raiser](#)
  - [Permission Management](#)
  - [Extended Debug Logs](#)
  - [TXT Size Matters](#)
- Assisted in establishing a streamlined workflow for publishing assets to the Unity Asset Store and implementing

an internal solution for utilizing the Unity Package Manager, optimizing asset management processes and facilitating seamless integration within projects.

**July. 2021 – August. 2022**

*Amsterdam*

*Unity developer (Full-time)*

- Continued involvement in the centralization of assets, further optimizing code management and accessibility across projects.
- Contributed to the development of "[MediaMasters](#)," an educational platform promoting media literacy among children. Led the creation of the front-end using Vue.js and facilitated client communication to ensure project alignment with objectives.
- Spearheaded development efforts for the "[Smart Logistics](#)" project, leveraging Three.js to implement interactive scenarios within an augmented reality environment. Designed branching options to enhance logistics simulations and improve user engagement.
- Collaborated with Bluewater company to develop and implement a comprehensive 10-week Unity curriculum, equipping them with the necessary skills for their projects.
- Assumed a managerial role, providing support in client communication and project planning. Ensured adherence to project timelines and goals, contributing to overall project success.

**September. 2022 – Present**

*Amsterdam*

*Unity developer (Part-time)*

- Provided valuable assistance in the design and architecture phases of multiple projects, offering insights and recommendations to enhance overall project structure and efficiency.
- Collaborated closely with project teams to address technical challenges and ensure alignment with project objectives and industry best practices.
- Actively participated in brainstorming sessions and design reviews, contributing innovative ideas and solutions to improve project outcomes.
- Offered mentorship and guidance to team members, sharing knowledge and best practices to foster skill development and project success.
- Played a pivotal role in the expansion of the [MBO city](#) project by implementing a group multiplayer feature utilizing Node.js. This enhancement significantly enriched the project's functionality and user experience.

## **EDUCATION**

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**Breda University of Applied Sciences (BUas)**

*Bachelors, Programming*

**Sep. 2022 – July 2026**

*Breda*

## **SKILLS**

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C++; OpenGL; GLSL; WebGPU; WGSLL; ThreeJS; GPGPU programming; C#; Unity; Unreal; HTML; CSS; Vue; Nuxt; EnTT; Git; agile; communication; teamwork; problem-solving; adaptability; leadership; time-management; critical thinking.