



# Menno Stienstra

game developer

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## ABOUT ME

I am Menno, a 21-year-old man with a passion for computers and everything that has to do with it. From a young age I have had a natural curiosity about how things work and I enjoy researching this. I am someone who performs well and precise in both groups and on my own.

## SKILLS

- Solution-oriented
- C#
- Unity Scripting
- C++
- Unreal Blueprint System
- UI/UX

## AWARDS

June 2023 | Overkill  
Jury Selection Overkill

September 2022 | CMGT  
CMGT Project Customer  
Behaviour Award

## LANGUAGES

DUTCH

ENGLISH

## JOB EXPERIENCE

### Internship VR Owl | February 2024 - June 2024

- At VR Owl I've developed VR trainings, and AR experiences. To do this I've also went to clients to show the products, and ask for feedback.

### Internship TCI Saxion | February 2025 - June 2025

- At the TCI research group I've developed application that would allow employees of the police to revisit crime scenes in VR, and take a second look at all the evidence. I focused on improving the usability of the application, and have showcased the application for various events.

## EDUCATION

VWO | 2015 - 2021

RSG Tromp Meesters, Steenwijk - The Netherlands

- I've finished VWO with a N&T (Nature and Technology) profile. Next to the subjects of Mathematics (focused on algebra, geometry and calculus), Physics, and Science, I've also followed the courses of NLT (Nature, life, and technology) and economy.

Creative Media and Game Technologies | 2021 - 2025

Hogeschool Saxion, Enschede - The Netherlands

- CMGT focused on programming video games in C# and Unity. The study consists of making different games in teams, but also working alone on different projects to improve different skills, like C++ and 3D rendering.

## COURSES

Unity Turn Based Strategy: Intermediate C# Coding  
September 2022

Gamedev.tv

Unreal Engine 5 Blueprints: First Person Shooter (FPS)  
July 2023

Gamedev.tv