

Pim van Milt

Afstuderen Creative Media and Game Technologies

Gedurende mijn studie heb ik zowel frontend als backend mogen werken. Ik heb altijd al een game developer willen worden, en heb dan ook een grote interesse in gaming en gamification. Daarnaast ben ik tijdens de Minor Game Design and Development erachter gekomen dat ik het bedenken en designen van grote complexe systemen maar ook de user interactie en experience zeer interessant vind. Tijdens mijn stage en werkzaamheden bij DPDK, een creative agency, heb ik veel tijd gestoken in het verbeteren van de accessibility van websites. Kortom ik werk graag aan grote systemen, UI/UX, en/of accessibility.

✉ hire.pim.van.milt@pm.me

🗨 PimMiii

in pimvmilt

📍 Zwijndrecht, NL

🌐 pimmothy.live

🏠 Study

Student, Creative Media and Game Technologies
Hogeschool Rotterdam (2021-2027)

Minor, Game Design and Development
Hogeschool Rotterdam (2025)

✓ Skills

Core Competenties

Development

Research

Design

Web

Unity

React

Next

Javascript/Typescript

C#

Interesses

Full-stack web development

Game development

Gamification

UI/UX

Accessibility

👜 Professional Experience

Stagiair en Junior web developer

DPDK - 2024-2025

Stage gelopen bij DPDK in mijn 3e jaar, en vervolgens aangenomen als junior web developer tot het begin van de minor Game Design and Development. DPDK is een Creative Agency in Rotterdam, waar ik voornamelijk heb gewerkt aan websites (en apps) voor klanten zoals Diergaarde Blijdorp, DCSA, Sense.info, en meer.

- Leren werken in een team
- Communiceren met designers, developers, en project managers
- Veel gewerkt aan het verbeteren van de accessibility van websites en apps.
- Next/React web development voor echte klanten en projecten

Stage

DPDK

Diergaarde Blijdorp

DCSA

Sense.info

Web Development

Next/React

Developer (Minor Game Design and Development)

Silly Business - 2025

Studio bestaande uit een 20-tal studenten van over de hele wereld. Als onderdeel van de minor Game Design and Development hebben we in 12 weken een 3D-platformer gebouwd én gereleased op Steam: Moldbreaker Rise of the Loaf.

- Gelanceerd op Steam, met 5k unique downloads in één maand tijd.
- Enemy behavior en animatie state machines geïmplementeerd.
- Combat feedback geïmplementeerd.
- Pathfinding geïmplementeerd.

Unity

C#

PC

Steam

Game development

Lead Developer (Minor Game Design and Development)

Deadly Dolphin - 2025

Studio bestaande uit 6 studenten, waarvan 3 developers. In 6 weken tijd hebben we een 2D game ontwikkeld en gereleased op zowel Itch.io als de Google Play Store. In Octopuck nemen 2 octopi het tegen elkaar op in een onderwater airhockey game.

- Leiden van een team van 3 developers (inclusief ikzelf).
- Als lead developer aangedragen voor 3D game met Silly Business.

Unity

C#

Android

Google Play

Game development

Pim van Milt

Graduation Creative Media and Game Technologies

During my studies, I have been able to work on both frontend and backend. I have always wanted to become a game developer, and therefore have a great interest in gaming and gamification. Additionally, during the Minor Game Design and Development, I discovered that I find ideating, planning and designing large complex systems, as well as user interaction and experience, very interesting. During my internship and work at DPDK, a creative agency, I spent a lot of time improving the accessibility of websites. In short, I enjoy working on large systems, UI/UX, and/or accessibility.

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🏠 Study

Student, Creative Media and Game Technologies
Rotterdam University of Applied Sciences
(2021-2027)

Minor, Game Design and Development
Rotterdam University of Applied Sciences
(2025)

✓ Skills

Core Competencies

Development Research Design

Web Unity React Next

Javascript/Typescript C#

Interests

Full-stack web development

Game development Gamification

UI/UX Accessibility

👜 Professional Experience

Intern and Junior web developer

DPDK - 2024-2025

I interned at DPDK in my 3rd year, and subsequently hired as a junior web developer until the start of the minor Game Design and Development. DPDK is a Creative Agency in Rotterdam, where I mainly worked on websites (and apps) for clients such as Diergaarde Blijdorp, DCSA, Sense.info, and more.

- Learned to work in a team
- Communicating with designers, developers, and project managers
- Worked extensively on improving the accessibility of websites and apps.
- Next/React web development for real clients and projects

Internship

DPDK

Diergaarde Blijdorp

DCSA

Sense.info

Web Development

Next/React

Developer (Minor Game Design and Development)

Silly Business - 2025

Studio consisting of about 20 students from all over the world. As part of the minor Game Design and Development, we built and released a 3D platformer on Steam in 12 weeks: Moldbreaker Rise of the Loaf.

- Launched on Steam, with 5k unique downloads in one month.
- Implemented enemy behavior and animation state machines.
- Implemented combat feedback.
- Implemented pathfinding.

Unity

C#

PC

Steam

Game development

Lead Developer (Minor Game Design and Development)

Deadly Dolphin - 2025

Studio consisting of 6 students, 3 of whom were developers. In 6 weeks, we developed and released a 2D game on both Itch.io and the Google Play Store. In Octopuck, 2 octopuses compete against each other in an underwater air hockey game.

- Leading a team of 3 developers (including myself).
- Nominated as lead developer for 3D game with Silly Business.

Unity

C#

Android

Google Play

Game development