



Milan Breuren

Curriculum Vitae

Opleidingen

- **Software engineer/HBO-ICT** (Propaedeutic Year Completed) 2024/2025
- **Game Developer** MBO Level 4 (Completed) 2019/2023
- **Eerste monteur mechatronica** MBO Level 3 (Completed) 2016/2019

Certificaten

- **VCA** Safety, Health and Environment Checklist for Contractors 2016

Werkervaring

- **Schiphol** Interviewer 2021/Nu
Approached travelers and persuaded them to participate in research interviews.
- **Pepperminds** Sales promoter 2020/2021
Engaged and convinced people to sign up for charitable organizations
- **Lidl Julianadorp** Shelf stacker/cashier 2018/2019
- **Dekamarkt Den Helder** Shelf stacker 2016/2018

Stages

- **Monobanda** Utrecht Unity C# developer 2022/2023
Developed gameplay mechanics, debugged code, and collaborated within a development team. Worked on the game "Voice Racers," which received an award.
- **Ikorama** Unity C# developer 2022
Debugged algorithms and refined gameplay mechanics.
- **Weatherford** Den Helder 2017 + 2018/2019
Performed maintenance on tools and equipment used for offshore drilling.

- **Aviateur** Alkmaar Metal/electro engineer 2017
Worked on metal assembly and basic electrical systems within production lines.

Vaardigheden

- **Programming languages:** C#, Java, JavaScript, TypeScript, SQL
- **Systems:** Docker: Practical experience with containerized deployments (incl. ComfyUI) and remote deployment. Linux: Command line usage, package management, SSH, and basic system configuration.
- **Tools & Software:** Unity, Krita (Photoshop alternative), Blender, Git, Github
- **Soft skills:** Problem-solving, teamwork in Scrum environments, strong communication skills.

Personalia

Beatrixlaan 136, Den Burg

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[Portfolio website](#)

[LinkedIn](#)

[Github](#)

05-06-1999, Alkmaar

Nationality: Netherlands

Gender: Male

Marital status: Unmarried

Driver license: Not yet achieved

Languages

Dutch

English

Hobbies

Drawing

Programming

Reading