



Melle Overman

Amsterdam, North Holland, Netherlands

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Portfolio: [\[add link\]](#)

EDUCATION

Breda University of Applied Sciences

Bachelor Creative Media & Game Technologies · 2023–Present

Nova College

HAVO, Economics & Management · 2014–2015

Hervormd Lyceum Zuid

HAVO, Economics & Management · 2009–2014

GAME DEVELOPMENT SKILLS

Engine & Scripting

Unreal Engine · Blueprinting

Design

Gameplay Systems · Procedural Designs/Tools · Prototyping

Tools

Perforce · Jira · Miro · Blender · Reaper

CERTIFICATES

European Bartender School Diploma

Mixology and efficient bar-work course.

PADI Dive Master

Earned during a six-month stay in Indonesia.

LANGUAGES

Dutch

Fluent

English

Fluent

INTERESTS

Travelling · Game Development · History · Sport

REFERENCES

Thijs Barelds

Owner, Bar Bonnie
+31 6 3408 0793

Loeke Nieuwenhuis

Owner, Wijmpje Beukers
+31 6 2809 8110

PROFILE

Technical Designer in training with a passion for gameplay systems and procedural generation. Experienced with Unreal Engine and Blueprints, building prototypes and delivering complete games within 8 weeks. Years in hospitality made me a strong communicator and team player, which suits the multidisciplinary world of game development.

GAME DEVELOPMENT PROJECTS

Technical Designer

All Will Break

8 weeks

- Twin-stick arcade shooter, developed solo and released on itch.io.
- Designed weapon synergy, enemies, spline pick-ups and a local high score system.
- Worked within an existing template shared with four other students.

Producer & Audio Designer

ZIMA

8 weeks · 2026

- Boss-rush adventure, developed by a team of 16 students.
- Structured meetings and deadlines, planned the project and set up Jira as the production tool.
- Edited sound assets in Reaper and implemented all audio in the engine.

WORK EXPERIENCE

Bartender

De Plantage

10/2026 – Present

Manager

Eetcafé Wijmpje Beukers

05/2022 – 11/2026

- Fully responsible for the daily operation of the restaurant.
- Training and coaching the team.
- Delivering internal training sessions for staff.

Shift Leader, Bar/Service

Bar Bonnie

03/2021 – 05/2022

- Responsible for closing, orders and shift flow.

Shift Leader, Service/Bar

Bar Kosta

04/2020 – 05/2021

- Responsible for closing and daily operational tasks.
- Leading the team during the shift.



Assistant Manager, Production Centre
Dunkin Donuts Nederland03/2019 – 04/2020

- Responsible for the order management software.
- Coordinating all incoming and outgoing orders.
- Point of contact for branch managers.

Bar/Service Staff
Cafe Kuijper11/2017 – 04/2019