



## Links and Portfolio

- [GitHub](#)
- [Itch.io](#)
- [ArtStation](#)
- [LinkedIn](#)

## Skills

### Engines:

Unity, Unreal Engine, GameMaker

### Programming:

C#, C++, Python, HLSL, GLSL

### Engine Tools:

FMOD, Unity Shader Graph, Unity Animator

### Other Tools:

Trello, Miro, Git, GitHub, Git Fork

### Math:

Calculus 1 & 2, Vector  
Calculus, Linear Algebra

### 3D Software:

Maya, Substance 3D Painter, Substance 3D Designer

## Hobby's and Interests

- Philosophy
- Physics
- Skateboarding
- Skiing
- Dungeons and Dragons
- Videogames and Esports
- Pixel art

## Languages

Dutch

English

# René Hammink

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## Personal Summary

I'm a passionate and curious game developer from the Netherlands. I would consider myself an intermediate programmer and I have some experience in 3D modeling and texturing. I especially love programming physics, tools, and systems.

So far I have made 3 team projects, of which one won a Dragons den style pitch competition with actual company investors among 20+ other groups and two projects that got graded with a 10 and a 9.4.

Other projects are mostly solo projects that have increased my programming and overall knowledge.

## Education

<b>Creative Media and Gaming Technologies</b>	Aug 2024 - Jul 2028
Saxion University of Applied Sciences	
<b>Applied Physics</b>	Aug 2022 - Jul 2024
University of Twente	
<b>VWO / Gymnasium - Nature &amp; Technology (NT) and Nature &amp; Health (NG)</b>	Aug 2016 - Jul 2022
Olympus College - Arnhem	

## Experience

### Member of the 9th board of the Esports Student Association Blueshell

Blueshell, University of Twente

#### • Commissioner of Esports Affairs

As Commissioner of Esports Affairs my task is to manage the Esports side of the association. Most importantly, scouting members that are interested in playing in an Esports team together with our colleague Esports Association, Esports Team Twente.

Organising in-house tournaments for regular association members, posting updates about our Esports team performances in tournaments, managing internal and external relations regarding Esports opportunities, and doing general board tasks.

#### • Vice-Chair

scheduling and leading weekly meetings with my board members, and managing board member responsibilities

### Member of the Blueshell committee, ViCie

Sep 2024 - Feb 2025

Blueshell, University of Twente

Within Vicie, our task was to improve decisionmaking of future boards by researching and writing down association goals and standards in the long term, and having regular meetings to discuss opinions, relevant data and document structure.

### Bread department employee

2020 - 2022

Albert Heijn - Arnhem, Drieslag

Independantly working and carrying responsibility in stressful situations and under pressure.