



## 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
- Video games 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.

Additionally, I have two years of experience conducting physics experiments and turning the resulting data into actionable knowledge and design improvements.

## Education

### Creative Media and Gaming Technologies

Aug 2024 - Jul 2028

Saxion University of Applied Sciences

### Applied Physics

Aug 2022 - Jul 2024

University of Twente

### VWO / Gymnasium - Nature & Technology (NT) and Nature & Health (NG)

Aug 2016 - Jul 2022

Olympus College - Arnhem

## Experience

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

Sep 2025 - Sep 2026

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.

Organizing 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 decision-making 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

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