Max Burkhardt
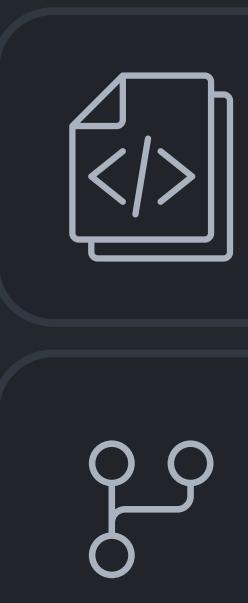
Address: Schagerlaan 29
City: Amsterdam, 1097HN
Phone: +31 6 5722 1580
Email: maxburkhardt@xs4all.nl
Website: https://murkyperki.github.io
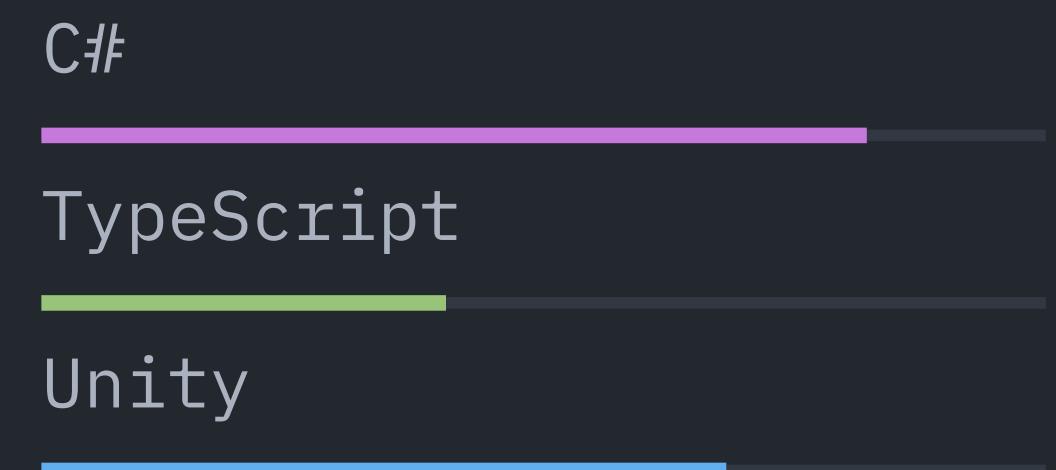https://github.com/MurkyPerki

#Summary

{ "Gameplay focused developer and HvA
student, I prototype quickly and
turn ideas into clean maintainable
systems. Most experience in Unity
(C#) and JavaScript/p5.js; learning
TypeScript. Comfortable with
Object-Oriented Programming,
debugging, Git and iterating."
}

#TechnicalSkills

{

    ["JavaScript", "C#", "TypeScript"],
    ["Astro", "Git", "MySQL"],
    ["Windows", "Blender", "Photoshop", "Adobe"]

}

JavaScript

C#

TypeScript

Unity

#Education

// 2024-present
HBO-ICT -Game Development
Amsterdam University of Applied
Sciences

// 2020
HAVO
Geert Grote College Amsterdam

#WorkExperience

// 2020-present
*Freelance artist / designer
*Hospitality staff

#Strength

*Creative problem solving and
persistence.

*Clear communication and teamwork
(scrum)

*Rapid prototyping with fast
debug/iteration loops

#Experience

{ Over the past semesters I've built several small
prototypes in Unity (C#) and JavaScript/p5.js to
learn core gameplay systems and design principles.
Most of these were experiments made for class or on
my own, focused on improving programming structure,
player control, and iteration speed.
},

{

*Paper Boy (Unity/C#): A short delivery style
prototype. I created the player controller,
collisions, item pickups, and a scoring loop with a
timer. Used play testing to tweak feel and movement.

*Cave Goobers (JavaScript/p5.js): My first
platformer. Implemented gravity, jumping, collisions,
and a simple restart system. Learned about debugging
and organizing game logic.

*Facility Map (Unity/C#): A small horror style Map
made during a university project. Focused on
greyboxing, texture experimentation, and paper
prototyping.

*Stokrun (Unity/C#): A turn-based board-game concept.
Worked on turn order, win conditions, and tested
object-oriented structure.

These projects boosted my coding confidence, Git
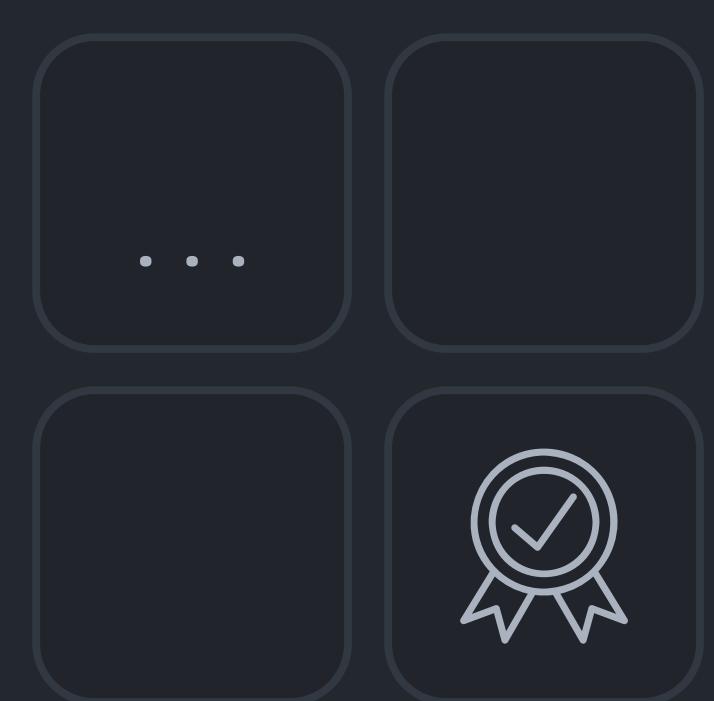skills, and teamwork on Unity projects.
}

#Languages

Dutch (native),
English (fluent)
German (Basic)

#Hobby's

Drawing
Video editing
Games
Gym

#Certification

{ "SoloLearn": "C# Certificate",

"Udemy": ["C# Game Development (Kyle Schaub)",
"Digital Painting Master Class", "Digital Painting
MEGA Course (Austin Batchelor)"],

"LinkedIn Learning": ["C#: Applied Data
Structures", "Programming Foundations: Databases",
"Learning Relational Databases", "JavaScript for
Visual Learners (Engin Arslan)"]
}