



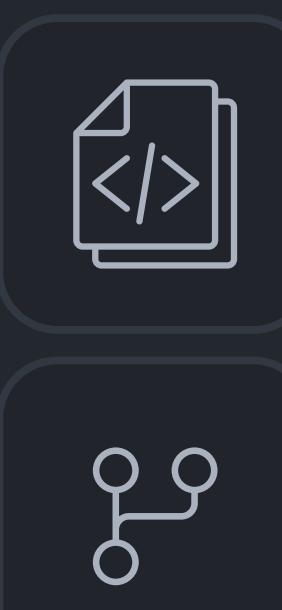
## Max Burkhardt

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<https://github.com/MurkyPerki>

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## #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

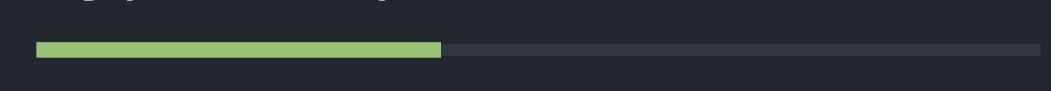
{  
["JavaScript", "C#", "TypeScript"],  
["Astro", "Git", "MySQL"],  
["Windows", "Blender", "Photoshop", "Adobe"]  
}

### JavaScript



C#

### TypeScript



TypeScript

### Unity



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)

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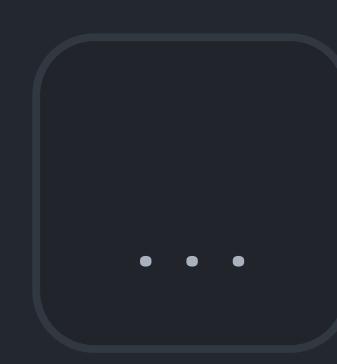
## #Certification

{

"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)"]

}



## #Hobby's

{ Drawing  
Video editing  
Games  
Gym