# Pelle Bruinsma

## Programmer and Game Developer 🤚

> Knowledgeable and creative Developer dedicated to creating the next generation of Digital Interactive Products and Games. Accustomed to working in Multidisciplinary Agile Scrum environments where projects move fast.

## Skills

- Development and implementation of high- and low-level multiplayer solutions.
- Advanced knowledge of shader development and the Unity3D engine.
- Programming languages like C# (4 years), HLSL (2 years), JavaScript (6 years), C++ (<1 year).
- Languages like Dutch (native) and English (full).

## Experience

- Indie Game Developer - (2019-Present)
  - Shipped 8 titles.
  - 3000+ Downloads.
- On-site Technical Support Person @ Studentaanhuis.nl - (2019)
- Independent Video Game Cheat Developer - (2017-2019)
  - Developed internal and external exploits for games like [Overwatch](), [CS:GO](), [Dirty Bomb]().

## Education

- CMD Major Game Design at the Hanze University of Applied Sciences, Groningen - (2019-2023)

## Projects and interests

- [FroggieChat]() - A faithful remake of PictoChat for Windows and Android.
- [NoiseToys 2]() - An electronic, sample based drum machine.
- [Birdrr]() - A dating app for birds.
- [Pelle's greatest hits]() - Code snippets from my best projects.

## Contact

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{
    phone: "(+31) 06 44354294",
    email: "pelle.jorn.bruinsma@gmail.com",
    portfolio: "stupidplusplus.com",
    linkedin: "linkedin.com/in/pelle-bruinsma-9021151ab/",
    games: "stupidplusplus.itch.io",
    current_location: "Groningen, The Netherlands"
}
```