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 the Unity3D engine and shader development.
- Programming languages like C# (4 years), HLSL (2 years), JavaScript (6 years), C++ (<1 year).

Experience

- Indie Game Developer - (2019-Present)

  - 10 Titles.
  - 10000+ 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

- [Karts With Chat]() - A Twitch.tv multiplayer racing game for streamers!
- [Generally Relative Space Golf]() - Basically golf in space for the Quest 2.
- [FroggieChat]() - A faithful remake of PictoChat for Windows and Android.
- [Birdrr]() - A dating app for birds!
- [Pelle's greatest hits]() - Code snippets from my projects.

Contact

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