

HEY!

My name is Tim Bunk and I am a 21-year-old enthusiastic programmer with a love for both game and software development. I aim to never stop improving myself and I hope I can use my skills to make the world a better place.

EDUCATION

Hanzehogeschool: software-engineering [2019-2023]

I am currently still studying at the Hanzehogeschool where I am learning a variety of new skills. Once I have finished my education in 2023, I will be looking for a job.

BUAS: game-programming [2018-2019]

I studied here for almost a year, but I did not finish this education even though I know I was capable of finishing it. It had to do with some personal reasons but in the short amount of time I spend there I definitely grew a lot as developer/programmer.

Alfa-college: game-development [2016-2018]

I completed my study at the Alfa-college and got my degree in game-development in 2 years instead of 3 by doing a fast track. I barely had any programming experience when I started this study but due to my motivation and interest in game-development I managed to do it in 2 years.

INTERNSHIP

Capteur: Unity developer [2018]

I did a 6-month internship at Capteur during my time at Alfa-college. I created 2 Unity projects for them which you can find on my website.

COMMUNITY INVOLVEMENT

Fivem: game-development [2020-present]

Me and some friends own a Fivem (GTA) roleplay server that we are actively developing to become the biggest roleplay server among the Fivem community. I started doing this because my cousin wanted to learn how to write scripts and work with databases. So I am teaching him what I know through Fivem. For more information checkout my website.

Guest lectures: game-design [2020]

I gave 2 guest lectures to group 7 & 8 on an elementary school called OBS de Waterlelie. During these 2 lectures I explained what it is like to be a game-developer. The children also made their own games using Scratch.

HOBBIES & INTERESTS




GAMEN GAMEDEV VEGAN COOKING MOVIES SPORTS TRAVEL



 <https://timbunk.github.io>






 

SKILLS






PROFESSIONAL SKILLS

OOP 
Software architecture 
Databases 
Web development 
Computer graphics 
Game engines 
Unity development 

PROGRAMMING LANGUAGES

Lua 
C/C++ 
Java 
Python 
SQL 
Javascript/jQuery 
C# 
PHP 

PERSONAL SKILLS

Creativity 
Teamwork 
Communication 
Organized 
Open-mindedness 
Problem solving 