



Robin van Nunen

- GAME PROGRAMMING STUDENT -

Date of birth: April 7, 1996

Country: The Netherlands

E-mail: robin@vnunen.nl

Portfolio: www.vnunen.nl

Programming is my passion and I enjoy creating fun and exciting games.

SKILLS

Programming languages

Professional:

- Java (7 years)
- HTML & CSS (6 years)
- PHP (6 years)
- Javascript (5 years)

Intermediate:

- C++ (3 years)
- C# (2 years)

Engines

- Unreal
- Unity

Version control

- Perforce
- Git
- SVN

Experience with:

- Network programming
- Gameplay programming
- UI programming
- Reverse engineering
- Virtual reality

Languages:

- Dutch (native)
- English (fluent)

EDUCATION

Bachelor of Science: International Game Architecture and Design | 2014 – to date
NHTV University of Applied Sciences | Breda, The Netherlands

EXPERIENCE

Generalist Programming | 2014 – to date

I have worked on more than seven games during my studies at NHTV Breda. The work ranges from gameplay, networking, procedural generation, AI and path tracing.

Early Programming | 2009

I began programming when I was 12 years old. I had a strong interest in Runescape private servers and started learning Java. Later, I used this knowledge to develop Minecraft plugins.

Frontend & Backend Web developer | 2012 – to date

Part-time web developer where I develop custom made web applications in a professional environment.

ACHIEVEMENTS

Finalist: Sumo Digital Rising Star Competition (Code) | 2016

The biggest competition in Europe for game students. I was one of the five finalists, where I was interviewed by a panel of leading industry representatives. Source: <http://gradsingames.com/competitions/rising-star/>

Game selected by ARM as showpiece at GDC | 2016

I worked on a racing game for the android tablet for demonstrating the hardware of ARM.

Best student game of the year (Chameleon Cancellation) | 2015

Selected by NHTV as the best game of the year made by first year students.

Please check out my portfolio to see more of my work: www.vnunen.nl