STEFAN PIJNACKER

GRAPHICS PROGRAMMER

ABOUT ME

I specialize in **Graphics Programming** and I'm familiar with both rasterization and path tracing. I can work independently and I also have experience with working & managing 30+ person teams.

I have personal interest in rendering techniques relating to accuracy but I also like creating custom techniques that allow for a stylized experience.

📅 31-12-2000

✉️ stefanpijnacker@gmail.com

🌐 stefanpijnacker.nl

in/stefan-pijnacker

ACADEMIC HISTORY

Creative Media and Game Technologies - B. Sc
Breda University of Applied Sciences
- Following the Programming track.

Aug. 2021 - Present

Game Development - AS
Grafisch Lyceum Utrecht
- Indie focused study

Aug. 2017 - Jun. 2021

SKILLSET

DirectX 12 / OpenGL
2 years of experience

C++
3 years of experience

C#
4 years of experience

Shader Programming - HLSL/GLSL
2 years of experience

Engine Development
*Custom & Commercial
(Unity / Unreal)*

Cross Platform Development
On PC, Xbox and PlayStation 5

Game Engines
*Unity - 4 Years
Unreal - 3 Years*

EXPERIENCE

Nova - DirectX 12 Renderer
Graphics Programmer

Jan. 2024 - Present
Personal Project

- Physically Based Rendering pipeline
- Showcases fundamental Rendering Techniques
- Model loading for glTF models.

Academia - Path Tracer
Graphics Programmer

Aug. 2023 - Oct. 2023
Personal Project

- Showcases a path tracing rendering pipeline that focuses on accuracy using the hemispherical rendering equation
- Uses a multi-threaded worker system
- Makes use of EXRs for its Global Illumination

Viking Hiking
Programming/Tech Lead

Apr. 2023 - Jun. 2023
University Project

Published on Steam with "very positive" reviews

- Focused on performance improvements relating to Unreal 5's rendering pipeline
- Created a world-spaced dialogue system
- Created numerous shaders that are visible through gameplay
- Managed the programmers and advised for potential technical debt

Perry - PC / PlayStation 5 Engine
Graphics Programmer

Aug. 2022 - Mar. 2023
University Project

- Co-developed a cross-platform rendering with matching visuals
- Provided rendering interfaces & functionality for Engine & Gameplay programmers to work with
- Learned the fundamentals of DirectX 12 & PlayStation 5's graphics APIs

If you want to read more about my projects I recommend taking a look at my website.

ACHIEVEMENTS

Finalist
Best Student Game
October 4th, 2023
Dutch Game Awards

LANGUAGES

Dutch
Native

English
Fluent

INTERESTS

Reading

Personal projects

Games & board games

Movies

INDUSTRY WORK EXPERIENCE

Unity Developer Intern - Talespin   Feb. 2020 - Jan. 2021
- Worked on & released multiple serious VR games aimed to improve soft-skills. Our target platform was the Oculus Quest
- Learned to work with unreleased hardware (Oculus Quest 2 and the HTC Focus Plus were both still in development)
- Learned what it is like to work in a larger game company with multiple teams

EXTRA-CURRICULAR ACTIVITIES

Student Representative - Programming   Aug. 2023 - Present
- I got selected by my year to represent the programming track of my education

CALL TO ACTION

If you have any questions regarding my resume or just want to have a chat. Please feel free to reach out.

✉ stefanpijnacker@gmail.com

in in/stefan-pijnacker