

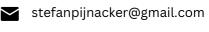
STEFAN PIJNACKER

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.nl

in	in/stefan-pijnacker
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ACADEMIC HISTORY	EXPERIENCE		
Creative Media and Game Technologies - B. Sc	Nova - DirectX 12 Renderer Graphics Programmer	Jan. 2024 - Present Personal Project	
 Breda University of Applied Sciences Following the Programming track. 	 Physically Based Rendering pipeline Showcases fundamental Rendering Techniques Model loading for gITF models. 		
Aug. 2021 - Present			
	Academia - Path Tracer	Aug. 2023 - Oct. 2023 Personal Project	
Game Development - AS Grafisch Lyceum Utrecht	Graphics Programmer	Personal Project	
Indie focused study	 Showcases a path tracing rendering pipeline that focuses on 		
Aug. 2017 - Jun. 2021	accuracy using the hemispherical rendering equationUses a multi-threaded worker systemMakes use of EXRs for its Global Illumination		
SKILLSET			
	Viking Hiking	Apr. 2023 - Jun. 2023 University Project	
DirectX 12 / OpenGL	Programming/Tech Lead	University Project	
2 years of experience	Published on Steam with "very positive" reviews		
C++ <i>3 years of experience</i>	 Focused on performance improvement rendering pipeline 	ents relating to Unreal 5's	
C#	Created a world-spaced dialogue system		
<i>4 years of experience</i>	 Created numerous shaders that are visible through gameplay Managed the programmers and advised for potential technical 		
Shader Programming - HLSL/GLSL 2 years of experience	• Managed the programmers and advis debt	sed for potential technical	
Engine Development	Perry - PC / PlayStation 5 Engine	Aug. 2022 - Mar. 2023	
Custom & Commercial (Unity / Unreal)	Graphics Programmer	University Project	
Cross Platform Development On PC, Xbox and PlayStation 5	 Co-developed a cross-platform rendering with matching visuals Provided rendering interfaces & functionality for Engine & Gameplay programmers to work with 		
Game Engines Unity - 4 Years Unreal - 3 Years	 Learned the fundamentals of Direct> graphics APIs 		

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

ACHIEVEMENTS	INDUSTRY WORK EXPERIENCE	
Finalist Best Student Game October 4th, 2023 Dutch Game Awards	 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 	
Dutch Native	EXTRA-CURRICULAR ACTIVITIES	
English Fluent INTERESTS	Student Representative - ProgrammingAug. 2023 - Present• I got selected by my year to represent the programming track of my educationAug. 2023 - Present	
Reading	CALL TO ACTION	
Personal projects	If you have any questions regarding my resume or just want to have a chat. Please feel free to reach out.	
Games & board games		
Movies	In/stefan-pijnacker	
Native English Fluent INTERESTS Reading Personal projects Games & board games	EXTRA-CURRICULAR ACTIVITIES Student Representative - Programming • 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 hav chat. Please feel free to reach out.	