



Kit van de Bunt

GAME PROGRAMMER

ABOUT ME

As a game programmer I enjoy supporting my team by creating tools to make our work more efficient. I have a strong passion for gameplay programming and procedural generation, but I am interested in tackling any task within the realm of game programming.

WORK EXPERIENCE

Basegames Internship (Feb 2015 – Jun 2015)

I was the only programmer with 5 artists. We created games Using Unity.

Excamedia Internship (1 Sep 2016 – 31 Jan 2017)

My first task was working on a VR race game in Unity. I worked on fixing and improving a race track editor spline tool. I also worked on creating a mobile game in Unity. I had to use google play to implement in-app purchases. And I learned about touch input in mobile games.

EDUCATION

Game Programming (2016 – 2024 expected)

Breda University of Applied Sciences

Game Programming (2012 – 2016)

MediaCollege Amsterdam

VWO until year 4 (2007 – 2012)

Pieter Nieuwland College Amsterdam

MY TOOLS

Game engines: Unity3D, Unreal Engine 4 and Visual Studio

Project management: Jira, Trello and HackNPlan

Source control software: Git and Perforce

Programming languages: C++, C#, AS3, Javascript and typescript

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www.linkedin.com/in/kit-van-de-bunt

Github:

github.com/KitVanDeBunt/

INTERESTS:

Gaming
Programming
Linux
Docker
Bouldering

LANGUAGES:

Dutch (Native)
English (Professional)