

## Stefan Wijnker

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### PROFILE

Experienced and dedicated engineer, specialized in cross platform tool and game development.

### TECHNICAL SKILLS

**Programs:** 3ds Max, Maya, Visual Studio, XCode, Photoshop, InDesign, Illustrator, ZBrush, Perforce, Notepad++, Qt Creator, DevTrack, Perforce, UDK, Unity

**Languages:** C, Objective-C, C++, C#, Java, AS3, HTML, Perl, PHP, MySQL

### EMPLOYMENT HISTORY

#### Lead engineer

**Monkeybizniz**, Utrecht, The Netherlands (October 2010-current)

I helped develop and manage several casual games and applications, working closely together with the designers and artists. I also designed and developed most of the in-house tech and tools.

- Designed, developed and iterated the in-house 2D mobile framework
- Assumed the role of designer throughout the development of most prototypes, filling in the blanks in the game design document and creating placeholder art for the artists to replace
- Developed level design tools for several productions by integrating similar third-party solutions (Box2D, Tiled) into the game code to improve turnaround time
- Assumed the role of lead engineer over the rest of the tech team (3 engineers) for the commercial productions and assisted the rest of the team with problems regarding code, debugging, design patterns, implementation and framework conventions
- Worked directly with the clients and the rest of the team throughout the development phase to 'find the fun' and to give them extra control over the process
- Sole developer of an in-house time management tool to give everyone on the team a way to visually keep track of their remaining hours
- Optimized the game code for most shipped titles by refactoring or rewriting existing code, often resulting in a 20 to 30% increase in performance

#### Game Programmer

**Gamious**, Amsterdam, The Netherlands (October 2011 - August 2013)

I developed "*Streams*", an experimental iPad water game, as part of a small group of developers under Gamious' GameTrain, an initiative to bring professionals together to create a game in their spare time.

- Developed a water simulation solution based on vector fields, on top of Unity's physics simulation
- Designed and developed a flexible node-based camera track editor which allowed the designers to adjust the camera path without using code
- Created all the prototype assets (models, textures) for the experimental proof-of-concept

### Level Design (intern)

**Guerrilla Games**, Amsterdam, The Netherlands (January 2008 - December 2008)

I came aboard a year before *Killzone 2* shipped. During development, I worked closely together with many other departments to make sure their hard work came across in the shipped product.

- Primarily responsible for the cover system (for both player and AI) throughout the entire game, a very large part of *Killzone 2*'s gameplay mechanics
- Responsible for the waypoint grids and path objects (transitional animations, such as hopping over objects). The quality of these grids greatly influences buddy and enemy behavior
- *Level Design/Tools*: Ensure quick turnarounds with automatic testing after a design or art iteration
- *AI*: Ensuring their test cases also translated to the end product by suggesting new in-game tests
- *Art*: Helped maintain the asset database

## EDUCATION

- **Bachelor of the Arts & Technology + Master of the Arts in Creative Design for Digital Cultures**  
*Utrecht School of Arts & Technology*, Hilversum, The Netherlands (2009-2013)

- **Game Technology & Computer Science (Undergraduate Exchange Program)**  
*Royal Melbourne Institute of Technology*, Melbourne, Australia (2012)

- **Associate's Degree in Game Design**  
*MediaCollege*, Amsterdam, The Netherlands (2006-2009)

## SHIPPED TITLES

- Napkin Game Studio (Android/iOS, 2013)
- Tug of Gore (iPad, 2013)
- Spel van de Gouden Eeuw ("Dutch Golden Age: The Game", iPhone/iPod Touch, 2013)
- PowerMatcher (Physical installation, 2012)
- TijdTripper en de Verloren Schatten van Utrecht ("TimeTripper and the Lost Treasures of Utrecht", 2011)
- Killzone 2 (PS3, 2009)

## INDEPENDENT PROJECTS

- Napkin Engine (C++, 2013)
- Halo 4 Reader (C#/.NET, 2013)
- Gridlock (C# using Unity, 2012)
- Mental Asylum (UDK with Maya and Photoshop, 2011)
- Club Bouncer (C# using Unity, 2011)
- Polarity (C# using Unity, 2010)
- Ton Racer (AS3, 2009)
- Halo 2 Editor (C++, 2005)

## SPEAKER

- ***Garbage Collection***, G-Ameland 2010