

# CHRISTIAAN BLOEMENDAAL

*unity developer*

## ABOUT

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My skills lie mostly in making systems that form the core of the game. Optimizing workflows and creating tools is where I find the most fun. Creating a clean and solid base that can be developed upon with ease.

## SKILLS

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C#



C++



PYTHON



JAVASCRIPT



DOCKER



## LANGUAGES

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DUTCH



ENGLISH



## EXPERIENCE

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### 2017 PALADIN STUDIOS

*Unity Developer*

2020

At Paladin Studios I worked on multiple mobile game projects, and the recently released Nintendo Switch game: *Good Job!*. My role during those projects is both content/gameplay programming and systems programming. At the beginning I started out as a content/gameplay focused programmer but gradually transitioned into more systems programming. On the side I made tools for designers and artists to improve their workflow.

### 2014 THROUGH GAMES

*Co-founder, Gameplay, and Tools programmer*

2017

We set up the company Through Games to create and release our Xbox One game called FRU. On FRU I worked as a gameplay programmer and as a tools programmer.

### 2012 YUCAT BV.

*Junior Programmer*

2013

At Yucat I worked on a mobile GIS project for Android. The project had been made by internship a couple of years before and I was tasked with making it work on the most recent Android version at the time.

## EDUCATION

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### 2017 NHTV

Bachelor of Science, International Game Architecture and Design. Breda University of Applied Sciences, Breda, The Netherlands.

### 2012 RIJNIIJSSEL COLLEGE

Secondary Vocational Education (MBO), Application Development, Arnhem, The Netherlands



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