Rinke Nuijten

Software Engineer
Game Developer

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Skills

Experience

Rinke Nuijten

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Software Development

- Unity C# Scripting
- C#
- Java
- JavaScript
- Agile (Scrum)
- Git

Software

- Unity
- NetBeans
- WebStorm
- Visual Studio

Game Development

- Unity
- Phaser Engine
- Level Design
- Hyper casual Game Design

Ziango / Game Developer

August 2018 - Current, Eindhoven

I started off as a game developer for their Facebook Instant games, where I programmed new features for existing games, kept their back-end up to date and ported over existing web games and implemented the Facebook Instant API. After some time the company switched to hyper casual games in Unity, and over time I got more responsibilities in terms of game design and the overall life cycle of our hyper casual games like marketing, talking with publishers etc.

Ziango / Game Design & Programmer Intern

Febuary 2018 - July 2018, Eindhoven

During my graduation internship at Ziango I got full control over their latest upcoming match-3 game for the Facebook Instant platform. For this game I methodically researched the best solution to implement multiplayer into the match-3 game using the Facebook Instant API.

Game Solutions Lab / Game Programmer Voluntary

November 2017 - March 2018, Eindhoven

In a period of 5 months, 4 classmates and I got asked to work on a game project to help rehabilitate children who had cerebral palsy. These months consisted of designing and creating a game that used a customized rehabilitation home trainer which the kids used to rehabilitate. During this time I worked intensively with Unity, surgeons, doctors and patient data to create a safe and helpful game to help the kids' therapy sessions. The project was named LifeCyclR.

Ziango / Game Engine Intern

Febuary 2016 - July 2016, Eindhoven

In this internship I programmed the in-house game editor for Ziango's framework based on PhaserJS. Using the minimal viable product principle, it only took a few days to get a first version ready that already sped up the production pipeline of their games.

Education

Fontys University of Applied Sciences / HBO

Febuary 2014 - July 2018, Eindhoven

Bachelor of Science consisting of:

- Software Engineering
- Game Design & Technology

Olympus College / HAVO

2007 - 2013, Arnhem

HAVO N&T profile with an extra IT subject.

Awards / Certificates

2018 - LifeCyclR was nominated for the ICT in Practice award

2012 - 1st place at the HAN DigiChallenge

2008 - ECDL passed