



SANDER BROUWERS

GAMEPLAY, ENGINE & ANALYTICS PROGRAMMER



www.sanderbrouwers.info



sanderbrouwers1@live.nl



+31 (0)6 8106 0686



Waalre, The Netherlands

Technical Skills

C++: 9 Years of experience for game development on Windows and Android.

C#: 3 Years of experience primarily in combination with Unity but also for various tool projects.

Java: 4 Years of experience for Android applications and robotics development.

Python & JavaScript: 2 Years of experience and various prior encounters.

Visual Studio: 9 Years of experience. Used for almost all of my projects.

Subversion (SVN): 5 Years of usage for source control of my personal projects.

Helix Perforce (P4 and P4V): 4 Years of daily usage in school projects.

Unreal Engine 4: 3 Years of very intensive usage for almost all of my school projects.

Unity: 1 Year of experience with game development of various projects.

Jira: 1 Year of usage for bug tracking and scrum management.

Mantis Bug Tracker: 3 Years of experience with for my personal projects.

Achievements

| | |
|-----------|--|
| June 2013 | Sint Joris College Eindhoven, HAVO N&T / N&G |
| June 2013 | Sint Joris College Eindhoven, Winner of Bèta-contest 2013 |
| June 2013 | Sint Joris College Eindhoven, Performance Award for Physics |
| May 2014 | GameSkool certificate |
| July 2016 | NHTV Propaedeutic phase Certificate |
| June 2019 | BUAS Bachelor's degree, Creative Media and Game Technologies |

Experience

- 2008 – 2013 Sint Joris College Eindhoven, HAVO
- 2012 – 2019 Sint Joris College Eindhoven, First Tech Challenge robotics engineering and programming and mentoring
- 2014 Several GameSkool courses
- 2015 – 2019 Breda University Of Applied Sciences (Previously NHTV), International Game architecture and Design

Publications

- July 2017 The Key Tax <https://tristanvolk.com/keytax/>
- June 2018 The Survivors <https://thesurvivorsbattleroyale.com/>
- Nov. 2018 DataWise <https://datawise.rootdroid.nl/>