

STEFAN PIJNACKER

ABOUT ME

I am a professional **Graphics Programmer** with a passion for bridging art and technology through real-time graphics.

I specialize in rendering techniques for game realization, with additional experience in gameplay and tech art. I have contributed to projects with teams of varying sizes, including one that won a Yugo BAFTA Award.

-  31-12-2000
-  stefanpijnacker@gmail.com
-  stefanpijnacker.nl
-  in/stefan-pijnacker
-  github.com/stefanpgd

ACCOMPLISHMENTS



BAFTA Student Awards (2025)
Best Game
Issued by the British Academy of Film and Television Arts.
Jun. 2025



Dutch Game Awards (2023)
Best Student Game Finalist
Issued by the Dutch Game Association.
Sept. 2023

SKILLSET

Programming
C++ / C#

Graphics
DirectX 12 / OpenGL
HLSL / GLSL

Engines
Snowdrop / Unreal / Unity
Custom engine development

Platforms
PC / Xbox / PlayStation 5

ACADEMIC HISTORY

Creative Media and Game Technologies - BSc
Breda University of Applied Sciences

- Followed the programming track
- Graduated with honors

LANGUAGES

Dutch - Native
English - Fluent

INDUSTRY EXPERIENCE

Massive Entertainment - Ubisoft
Junior Graphics Programmer Feb. 2025 - Present

- Worked on the Snowdrop Game Engine as part of a team focused on game realization through rendering techniques.
- Currently developing a new destruction system for the engine.

Talespin
Unity Developer Intern Feb. 2020 - Jan. 2021

- Contributed to the development and release of VR training applications focused on soft skills, targeting Oculus Quest.
- Worked with pre-release VR hardware, including Oculus Quest 2 and HTC Vive Focus Plus.

UNIVERSITY PROJECTS

Atan
Programming / Tech Lead Sep. 2023 - Jun. 2024
Published on Steam (93% Positive)

- Developed rendering techniques to enhance the visual style of the game.
- Ensured target performance across all platforms, including Steam Deck.
- Won the Student BAFTA for Games at the 2025 Yugo BAFTA Awards.

Viking Hiking
Programming / Tech Lead Apr. 2023 - Jun. 2023
Published on Steam (87% Positive)

- Worked on rendering performance improvements in Unreal Engine 5 and created gameplay shaders.
- Led the programming team and advised on technical debt.
- Finalist for Best Student Game at the Dutch Game Awards 2023.