

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 developing rendering features that help achieve a game's vision, 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 ProgrammerFeb. 2025 - Present

- Working on the Snowdrop Game Engine as part of a team that is focused on achieving game realization through engine and rendering features.
- Currently developing a new destruction system for the engine.

Traverse Research

Computer Graphics Researcher InternSep. 2024 - Jan. 2025

- Gained experience working within a professional rendering framework.
- Worked on two research projects for partners like Meta, Samsung and Intel.

Talespin

Unity Developer InternFeb. 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 LeadSep. 2023 - Jun. 2024
Published on Steam (93% Positive)

- Developed rendering techniques to achieve the game's visual style.
- 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 LeadApr. 2023 - Jun. 2023
Published on Steam (87% Positive)

- Created various shaders focused on enhancing the gameplay, along with improving rendering performance in Unreal Engine 5.
- Led the programming team and advised on technical direction.
- Finalist for Best Student Game at the Dutch Game Awards 2023.