Stefan Claasse
Game Programmer

My name is Stefan Claasse, a 23 year old game student living in The Netherlands. Currently attending Breda University of Applied Sciences as a 3rd year with the plan on graduating in 2024.

Aiming to specialize as a network programmer within the industry, but also have experience with gameplay, engine, DevOps and lead roles.

I'm looking for an internship.

Strengths

Communication
Multi-disciplinary engagement
Taking initiative
Team Player
Open to new ideas

Hobbies

Playing video games
Programming
Cosplaying
Working out

Languages

Dutch – Native
English – Fluent

Contacts

🌐 stefanclaasse.com
in Stefan Claasse
🐦 @Stefan_Claasse
✉ contact@stefanclaasse.com

Educations

Bachelor of Science: Creative Media and Game Technologies
Breda University of Applied Sciences | 2020 – Present
- Expected Graduation 2024

Application & Media development
De Leijgraaf | 2016 - 2019

Projects

Programmer Lead
Attic Panic | September 2022 – Present

- Programmer lead
- DevOps Engineer
- Gameplay programmer

Gameplay Programmer
Sub Nivis | May 2022 – July 2022

- Implementation of various functionalities with Trenchbroom
- Implementing bullet spreading of the shotgun
- QA Lead
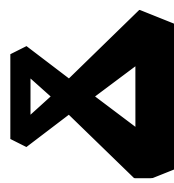- DevOps Engineer

Gameplay Programmer
Biome | December 2021 – January 2022

- Implementation of the telekinesis mechanic
- Implementation of totem puzzle mechanic
- Temporary lead

Skills & Tools

C++   Visual Studio   Perforce

Unreal Engine 4/5   Jenkins   Jira