

Stan Graafmans

Game developer and software engineering student living in Den Bosch, the Netherlands. I'm a structured and inquisitive worker, proficient at collaboration with multidisciplinary teams ready to create digital tools and experiences with passion. No mercy for BS and always thinking in solutions. Always looking to grow towards the best version of myself.

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EXPERIENCE

Flavour Ltd., Amsterdam — *Game Developer*

JULY 2019 - AUGUST 2019

Flavour Ltd., Amsterdam — *Game Development Intern*

SEPTEMBER 2018 - FEBRUARY 2019

- Designed and developed a full-fledged user feedback system from in-game submission to database storage to web environment
- Developed four knowledge-testing minigames for children game
- Accompanied field research trip to interview potential end-users

Grendel Games Ltd., Leeuwarden — *Game Development Intern*

FEBRUARY 2018 - JULY 2018

- Adapted a mobile input controls scheme for PC
- Designed twenty-one new levels for casual puzzle game
- Co-presented six company products at remote exhibition event

EDUCATION

Avans University of Applied Sciences, Den Bosch — *Bachelor of Science in Informatics (HBO)*

SEPTEMBER 2019 - Graduation expected in 2023

Grafisch Lyceum Utrecht, Utrecht — *Secondary Vocational Education in Game Development (MBO niv. 4)*

SEPTEMBER 2015 - Graduated in JUNE 2019

Meridiaan College Het Nieuwe Eemland, Amersfoort — *Preparatory Secondary Vocational Education (VMBO-TL)*

SEPTEMBER 2011 - Graduated in JULY 2015

SKILLS & QUALITIES

Programming

Scrum

Critical Thinking

Resourcefulness

Inquisitiveness

Reflection

TOOL KNOWLEDGE

C# | ASP.NET Core

Java/JFX | HTML5 | JS

Laravel | React | Unity

Python | SQL

Entity Framework

Git | SVN | Bash

LANGUAGES

Dutch — Native

English — CEFR Level C2

