

# Brendan Brink

Creative Developer

## Contact

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### Portfolio

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### LinkedIn

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## Skills

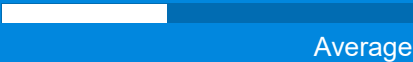
### Programming



### Software Development



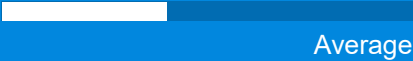
### 3D modeling



### Digital illustration



### Animation



### Character Design



### Hardware and software installation



## Software

## Work History

2022 - current

### Unity Developer / Technical Artist

*Beyond Sports, Alkmaar*

- Collaborated with project managers to select ambitious, but realistic coding milestones on pre-release software project development.
- Developed plugins for Blender and Unity.
- Used debugging techniques to identify issues with computer code and resolve errors.
- Conducted regular design reviews throughout development process.
- Create stunning visuals with Blender and Unity, VFX, concept art, shaders and 3D models.

2020 - 2022

### Software/Unity Developer

*&Samhoud Creative Tech, Amsterdam*

- Collaborated with project managers to select ambitious, but realistic coding milestones on pre-release software project development.
- Discussed issues with team members to provide resolution and apply best practices.
- Developed apps and games for mobile operating systems.
- Used debugging techniques to identify issues with computer code and resolve errors.
- Conducted regular design reviews throughout game development process.
- Communicated with art, production and programming teams to design innovative game elements and optimize quality for better player experiences.

2019 - 2020

### Trainee Software Developer

*Yer, Enschede*

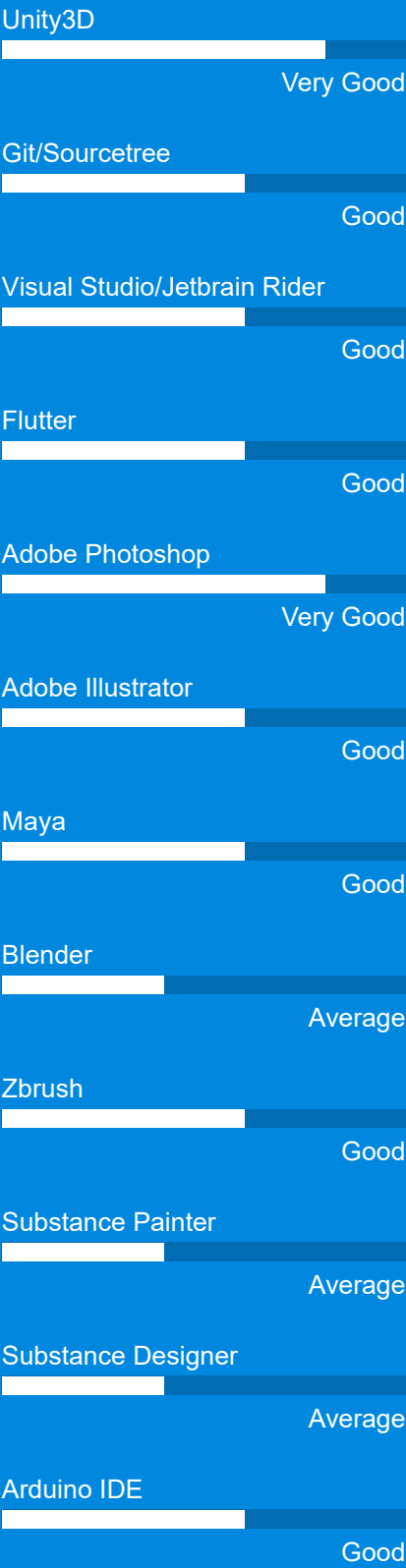
- Prepared and submitted reports and other documentation to assist development team members.
- Wrote clear, clean code for various projects.
- Collaborated effectively with members of software development team and personnel in other departments.
- Worked with design teams and Senior Software Engineers to build customized software products for consumers.
- Worked with developers to identify and remove software bugs.

2018 - 2019

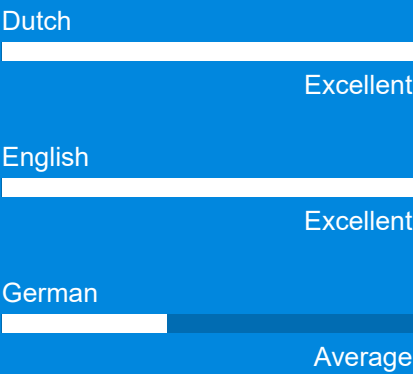
### Game Artist Intern

*Conceptlicious, Enschede*

- Used freehand drawing and Adobe Photoshop to create game concept art.
- Collaborated with artists to achieve appropriate visual style.



## Languages



2016 - 2017

### Developer Intern

*100%FAT, Enschede*

- Wrote clear, clean code for various projects.
- Collaborated effectively with members of the development team.
- Think along about concepts and the functional and technical design.
- Monitoring and maintaining functionality, accessibility, usability, speed and format of the interactive installations and applications.
- Testing and validating functionality of developed software and hardware.

2009 - 2015

### Gas Station Cashier

*Texaco, Egmond aan den Hoef*

- Confirmed stock levels and expiration dates of merchandise.
- Operated cash register to record transactions accurately and efficiently.
- Operated gas and fuel system to provide help for customers.
- Cleaned shop and fill up stock levels.

2012-02 -  
2012-07

### Stage Technician Intern

*Jurlights, Haarlem*

- Prepare and maintaining equipment for transport.
- Building stages for events and festivals.
- Control light and sound during events and festivals.

2011-02 -  
2011-06

### Traveling Theater Technician Intern

*Senf Theaterpartners, Amsterdam, Amsterdam*

- Help build theater show in multiple theaters around the country.
- Maintaining and preparing equipment.
- Control sound during theater show

2009 - 2010

### Theater Technician Intern

*Rozen theater, Amsterdam*

- Help build and tear down multiple theater shows in the



theater.

- Maintaining equipment.
- Controlling sound and sound during theater shows.

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## Education

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|             |                                                                                                                                                                                                                                                                                                                                                          |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2015 - 2019 | <p><b>Bachelor of Science: Creative Media And Game Technologies</b></p> <p><i>Saxion University - Enschede, The Netherlands</i></p> <p>Learning everything within the creative media sector. Graphic design, developing games and interactive installations, character design, storytelling, filming, film editing, web design, web development etc.</p> |
| 2008 - 2012 | <p><b>Secondary Vocational Education (MBO): Stage And Event Technology</b></p> <p><i>Mediacollege Amsterdam - Amsterdam, The Netherlands</i></p> <p>Learning all about controlling and building up theatre shows and events.</p>                                                                                                                         |

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## Interests

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- Character design
- Video/Board games
- Software development
- Virtual/Augmented Reality