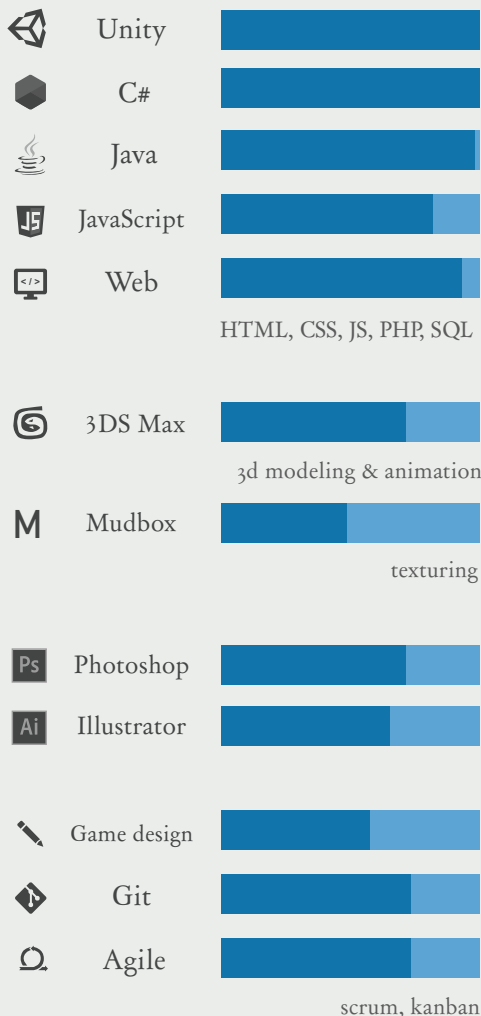


Ambitious full stack game developer! I enjoy designing, modelling, animating and programming 3D games in Unity independently. My expertise lies in programming, which is what I practice professionally. I have 2.5 years of professional and 4 years of personal experience as a Unity developer. I am eager to learn new languages, techniques and frameworks and do so quickly to reach a goal myself or others have set out. I am self-reliant and I work autonomously; give me an objective and I can and will figure out the rest. I however am also communicative and perform well in a team; I am not afraid to ask for help or to speak up. I find it important to keep improving my skills and efficiency, write high-quality and readable code, and make products that I find pretty on every aspect!

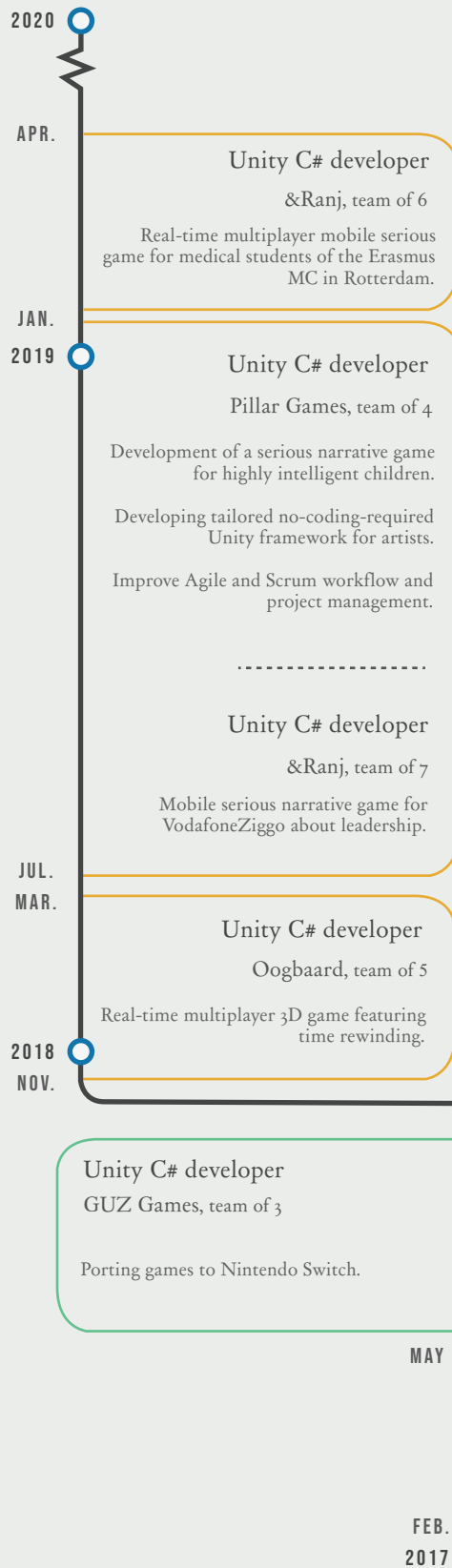
# CV OF BENJAMIN DE WAAL MALEFIJT, GAME DEVELOPER



## SKILLS



## EXPERIENCE



## LANGUAGES

- native
- fluent
- advanced

## EDUCATION

Bachelor of Law  
Leiden Law School  
2015 - 2018

## CONTACT

- +31 6 24589226
- in/benjamindewaalmalefijt
- seductivelemon.com
- benjamin@seductivelemon.com

**AUG.** Unity C# developer / Java developer  
Firebrush Studios, team of 10+  
Can't Wait To Learn serious games for Warchild.  
Unity:  
Implementing numerous minigames.  
Android:  
App that guarantees uploading of savegame and analytic data in regions with little to no internet.