



# MAX FIJMA

## CONTACT

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### TELEFOON:

- +31 6 83792158

### Date of Birth:

- 21/11/2004

### E-MAIL:

- [maxfijma@gmail.com](mailto:maxfijma@gmail.com)

### Portfolio:

- <https://maxff7.github.io/CV-Website/>

### LinkedIn:

- <https://www.linkedin.com/in/max-fijma-437b97258/>

## SKILLS

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- **Game Development** (C#, Unity Game Engine, Java)
- **Virtual Reality Development** (Unity Game Engine)
- **Working as a team**
- **Front End Development** (REACT, TypeScript, HTML, JavaScript, CSS)
- **Artificial Intelligence Development** (Python)

## SUMMARY

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My name is Max Fijma. Currently, I am a fourth year student studying HBO-ICT at the Hogeschool van Amsterdam (Amsterdam University of Applied Sciences). While I am specialized in Game Development, I also have experience working on other types of projects such as working with AI and software engineering.

### Programming languages

There are a few different programming languages that I can work really well with, such as C#, Python and HLSL, but I've also worked on projects using other languages than these, such as REACT, Typescript, HTML, CSS and Java.

Aside from this there are also two different languages in which I am fluent, these being Dutch and English.

### Game development

Within game development, the engine I have the most experience working with, is the Unity Game Engine. Although this is the case, I'm completely open to learning to work with other engines such as Godot and Unreal Engine. Because of my experience in unity I've also gotten quite good at writing shaders using HLSL which I also find a lot of fun to do.

A final subject I'm quite well versed in regarding game development is making 3D models. There are several projects which I've worked on models for, especially for VR, which has taught me to make good looking models that aren't too complicated for a VR headset to handle.

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## EXPERIENCE

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### Student-assistant VR Minor HvA, 08/2024 – 07/2025

**Hogeschool van Amsterdam** – Amsterdam, Noord-Holland

- Helping students with any questions related to setting up their VR project and programming in Unity.
  - Helping teachers during practical lessons
  - Researching ways to improve the minor and make it easier for people to get started with XR development.
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### Internship Gen-AI LABS, 09/2023 – 02/2024

**Ahold Delhaize** – Zaandam, Noord-Holland

- Front end development in REACT and TypeScript.
  - Researching ethical ways of utilizing artificial intelligence.
  - Creating Web Apps for AI related projects.
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### Supermarket Merchandise Stocking Associate, 06/2021 – 05/2023

**Albert Heijn** – Oostzaan, Noord-Holland

- Stocking shelves in the Albert Heijn
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## LANGUAGES

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- Dutch (First language)
- English (Fluent)

## HOBBIES

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- Gaming
- Game Developing
- Magic the Gathering
- Sewing

## EDUCATION

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### **HBO-ICT: Game Development**

Bachelor's degree

Amsterdam University of applied sciences, Amsterdam

09/2021 – Now

- Working with programming languages such as C# (Unity Game Engine), Python, JavaScript (And HTML) and Java.
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### **Minor – Virtual Reality, HBO-ICT**

Amsterdam University of Applied Sciences, Amsterdam

02/2024 – 07/2024

- Working on a VR project using the Unity Game Engine.
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### **Minor – Applied Artificial Intelligence, HBO-ICT**

Amsterdam University of Applied Sciences, Amsterdam

02/2023 – 07/2023

- Working on making and using AI models using Python.
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### **HAVO – Zaanlands Lyceum**

HAVO

Zaanlands Lyceum, Zaandam

09/2016 – 07/2021