

Mark Arts -- Resume

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Personal Profile

An passionate and curious programmer seeking a developer position where he can utilize and learn the latest technologies en tools.

During my bachelor I successfully combined my studies with work and learned not only how to quickly build small projects but also what it means to write in an professional context. Trying to keep myself challenged I learned various languages, with a focus on functional programming. Next to web-development I enjoy reading and learning about Artificial Intelligence, Operating systems, Game development, Blockchains and other software related subjects.

I'm a fast learner that can't wait to put his theoretical knowledge in practice.

Education

2010-2016 BSc in Media Technology - Rotterdam University of Applied Sciences
Minor in Game Design and Development

2005-2010 Higher General Secondary Education - Emmauscollege, Rotterdam

Employment History

Feb 2016 - DPI, Den Haag, Netherlands

Jun 2016 *Graduation Internship*

I researched the possibility for 3D studio's to create interactive VR stories without the need of a programmer in the Unreal Engine utilizing its visual scripting system Blueprints.

Technologies: Unreal Engine 4, Blueprints, C++, Virtual Reality

Feb 2013 - Hoppinger, Rotterdam, Netherlands

Feb 2016 *Internship / working student*

After my internship at Hoppinger I stayed to reinforce the service and support team. As a service and support member I was responsible for the maintenance and small feature requests for Wordpress, Rails and Drupal projects. When I was available full-time, for example vacations, I worked on building bigger projects.

Technologies: PHP, Ruby, Javascript, Sass, Less, Python, Erb, Haml, Wordpress. Ruby on Rails, NodeJS, Puppet, Drupal, Gulp, Drush, Composer, NGINX, Apache, Git, Polymer, React, MySQL, PostgreSQL, Elasticsearch

Jul 2012 - Unitas, Rotterdam, Netherlands

Aug 2012 *Junior Developer*

In the summer after the second year of my bachelor I worked for a company that created a software package to submit import and export request to the dutch customs.

Technologies: WinDev, EDIFACT

Software Engineering Skills

- **Programming Languages in production**

Ruby

PHP

C++

Python - server scripts

Javascript/NodeJs

- **Programming Languages in hobby projects**

Haskell

C#

Java

Lisp

Actionscript

Lua

Clojure

Go

- **Web Development**

HTML5, HAML, ERB, CSS3/SASS/LESS

Ruby on Rails, Wordpress, Drupal

Apache/Nginx Web Servers

React, Polymer

- **Miscellaneous**

Puppet

Gulp/Grunt

git

NixOS/Docker

Browser-sync

Interests

- **Running, Cycling**
- **Music, Composing, Producing, Piano, Accordion**
- **Movies**
- **Games**
- **Books, Mangas**

Referees

Name	Cies Breijs
Company	Hoppinger
Position	Chief Technology
Contact	robert@hoppinger.com