

# Mark Arts – Resume

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**Address** Djeddalaan 108,  
Rotterdam, 3067MT  
**Date of Birth** 6<sup>th</sup> April 1993  
**Nationality** Dutch  
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**Email** marktarts93@gmail.com

## 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

**2010-2017** 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

**Aug 2016 -** Hoppinger, Rotterdam, Netherlands  
**Now** *Working student*

After my graduation internship I returned to working at Hoppinger while finishing my study. In this year I started focusing more on building automation for DevOps and server management through Puppet

**Technologies:** Puppet, Bash, PHP, Ruby, Rails, Wordpress, Nix, Docker, Gulp, Linux, Apache, NGINX

**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*

*Bash* - Server scripting / automation

### ■ Programming Languages in hobby projects

*Haskell*

*C#*

*Java*

*Lisp*

*Actionscript*

*Lua*

*Clojure*

*Go*

### ■ Web Development

*HTML5, HAML / TWIG / SLIM / ERB, CSS3/SASS/LESS*

*Ruby on Rails, Wordpress, Drupal*

*Apache/Nginx Web Servers*

### ■ Miscellaneous

*Puppet*

*Docker*

*Gulp/Grunt*

*git*

*NixOS/Docker*

## Interests

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

## Referees

<b>Name</b>	Robert Vermeulen
<b>Company</b>	Hoppinger
<b>Position</b>	Webdeveloper
<b>Contact</b>	robert@hoppinger.com

<b>Name</b>	Jeroen van Eekeren
<b>Company</b>	Hoppinger
<b>Position</b>	Chief operations
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