

Glen is a young programmer who loves challenges and is always willing to learn and improve. Learning to work with computer hardware/software and playing videogames from a very early age on, made him the person he is today. Open source, free education and a global world are key values he stands for. Feel free to [contact me](mailto:contact@glendc.com) for questions and proposals.

## Industry Experience

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### July 2014 - Current Position

#### Junior Programmer at [Exient](#), United Kingdom

Agile Game Development of high quality mobile F2P games in C++. Working in large teams using and developing in-house technology across several studios.

### January 2014 - July 2014

#### Junior Programmer at [Fishing Cactus](#), Belgium

Developing serious games for medical and educational purposes. Several games were done in Unity and C#, others were crossfading with self-developed C++ libraries and another was done completely with the in-house engine of the Company.

### January 2014 - July 2014

#### Software Developer at [CodeCombat](#)

Development of tools and web technology for a web game, that teaches people how to program, in several (computer) languages. It's one of the bigger open source project and a true YCombinator Success story.

## Key Skills

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Great C++ 98/11 Knowledge (STL, Coding Standards, Boost, ...);  
Understanding of PPVFX and Computer Graphics with DirectX/OpenGL;  
Experience with a high variety of low and high level languages;  
Good mathematical skills and basic Physics knowledge;  
Ability to optimize own and others' code;  
Collaborative, highly motivated and passionate;  
Ability to take a leading role;  
Experience in indie- and open source projects;  
Love for low level and GameEngine code;

## Software Experience

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Windows, Linux (Arch/Ubuntu/Mint) and Macintosh;

MCVS '10-'13, XCode, MonoDevelop, Eclipse, Sublime and VIM;  
UnrealEngine 3, CryEngine 3, Torque 3D, Unity and Flash;  
3D Studio Max, Blender, Mudbox, Photoshop and Illustrator;  
Developed for Android/iOS, Xbox360 (XNA) and Desktop Platforms;  
Experience with Kinect 360/One and Oculus Rift;  
Perforce, TortoiseSN, Git;

## Game Jams and Hackatons

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Art Game Weekend (Lille '12), Global Game Jam (Antwerp '13), Wooga Game Jam (Berlin '13), DAE Game Jam (Kortrijk '13), Hits PlayJam (Lille '13), IndieSpeedRun (Kajaani '13), GetOnline Game Jam (Kajaani '13), Gameboy Game jam (Kajaani '13), Global Game Jam (Antwerp '14), AngelHack (London '14), Hackiothon (Brussels '14), FC Game Jam (Mons '14), BBQ Game Jam (Lux. '14)

## Education

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**September 2011 - January 2014**

### Digital Arts and Entertainment: Major Game Development

Learning Mathematics and Physics for Game Developers. Development in C++, C# and Graphics Programming with DirectX10 and HLSL. Development of games, both solo and in team.

Summer internship at Fishing Cactus, Belgium.

Erasmus in the University of Applied Sciences in Kajaani, Finland.

**September 2009 - June 2011**

### Communication, Web Technology and Game Development with flash