

I'm a young programmer who loves challenges and am always willing to learn and improve. Learning to work with computer hardware/software and playing videogames from a very early age on, made me the person I am today. Open source, free education and a global world are what I stand for.

## Industry Experience

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. Development of Angry Birds Transformers on iOS and Android.

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.

#### Other Experience

Since January 2014 I'm active as an open source contributor in a variety of projects and available as an online C++ consultant.

Check out <http://glendc.com/portfolio/> to see some of my projects.

## Key Skills

- Great Knowledge of ANSI/GNU C and C++ 98/11;
- Experience with C#, Javascript, Go, Ruby, LISP, Clojure, ...;

- Understanding of Computer Graphics with DirectX/OpenGL(ES);
- Knowledge and experience with a variety of languages (big interest in Language Design);
- 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 (both as an owner and a contributor);
- Experience in writing (low level) optimised (GameEngine) code;

## Software Experience

- Professional experience with Windows, Linux and MacOSX (with Arch Linux as my main OS);
- MCVS '10-'13, XCode, MonoDevelop, Eclipse, Sublime and VIM;
- UnrealEngine 3, CryEngine 3, Torque 3D, Unity and Flash;
- A variety of open source frameworks targetting 2D games;
- Developed for Android/iOS, Xbox360 and Desktop Platforms;
- Experience with Kinect 360/One and Oculus Rift;
- Git > Perforce > SVN;

## Game Jams and Hackatons

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), DementiaHack (London '14), Zoo Machines Festival (Lille '14), Monster Game Jam (Brussels '14)

## Education

**October 2014 - December 2014**

### Massive Open Online Courses

- Programming Languages (University of Washington)
- Internet History, Technology, and Security (University of Michigan)

**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