

## Curriculum Vitae

### Personalia

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Name: Hilze Vonck  
E-mail: [hvonck@live.nl](mailto:hvonck@live.nl)  
Sex: Man  
Nationality: Dutch

### Studies

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Sep 2015 – Currently  
HBO, International Game Architecture and Design.  
University of Applied Sciences (Formerly known as NHTV), Breda.

Sep 2010 - May 2015:  
HAVO, profile natuur & techniek & gezondheid obtained.  
Haags Montessori Lyceum, The Hague.

### Work experience

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Sep 2014 – Jan 2018  
PostNL, Den Hoorn.  
I delivered mail every Saturday.

### Internships

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Nov 2014 - Nov 2014  
Haags Montessori Lyceum, The Hague.  
During my internship at the HML I taught students how to model their dream houses in Google SketchUp. I picked the best ones to print out with the 3D printer.

Jan 2012 - Apr 2014  
Haags Montessori Lyceum, The Hague.  
Siltamäen Koulu, Helsinki, Finland.  
Erlgasse, Vienna, Austria.  
During my years at the HML I was part of Leerlingen Leren Leerlingen 3D (L3D) which was part of an European project called Building Bridges Creating Networks (BBCN). Which was a project in which elementary school students from different countries learned to communicate with each other through teamwork. They worked together on a digital world. Our role in this project was to teach these students how to create 3D models for their digital world.

## Skills

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### Graphics APIs

GNM/GNMX, DirectX 11 and OpenGL

### Programming Languages:

C, C++, C#, LUA, JavaScript, CSS and HTML

### Shader Languages

PSSL, HLSL, GLSL

### Engines

Unity and Unreal Engine 4

### Version Control Systems

Perforce, GIT and Tortoise SVN

### Other proficiencies

Photoshop and Premiere Pro

Autodesk Maya

Microsoft Office

## Languages

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Proficient in Dutch

Proficient in English

## Hobbies and interests

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Gaming

Programming

Watching programming related talks

Dungeons & Dragons

Listening to music

Listening to podcasts

Making YouTube tutorials

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References on demand.