

Curriculum Vitae

Personalia

Name: Hilze Vonck

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Website: <http://hilzevonck.me>

Nationality: Dutch

Studies

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

Sep 2014 – Jan 2018

PostNL, Den Hoorn.

I delivered mail every Saturday.

Internships

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.

Projects

Project Sulphur

Year 3, NHTV, Beda

Project Sulphur was a year long project in which I was the lead PS4 programmer. My task was to implement all PS4 specific code and I had to make sure that the PS4 build kept working.

Project Lambda

Year 3, NHTV, Beda

I started this side project to learn about all the different things that make up an engine. I have implemented Bullet physics, Mono C# scripting, DirectX 11 graphics, OpenAL audio and ENet networking thus far. This engine also has a few post processing effects including but not limited to PBR, SSAO, FXAA, DOF and cascaded shadow maps.

Forest Demo

Year 2, NHTV, Beda

This project was the first time that I did DirectX 11 programming. I also wanted to challenge myself, so I have implemented Deferred Rendering. I have learned a lot about real time rendering and quite a few post processing effects including but not limited to shadow mapping, PBR, SSAO and chromatic aberration.

Nebelkampf

Year 2, NHTV, Beda

Nebelkampf is an online multiplayer strategy game in which you have to move your pawns around through the fog of war, seek and destroy the enemies. My role on this project was to work on the editor and implement various post processing effects in DirectX 11. The post processing effects included but were not limited to SSAO DOF, crepuscular rays and PBR.

Undefined Game

Year 2, NHTV, Beda

Undefined started as a continuation of a school project. The school project was a 2D rogue-like with procedurally generated levels which ran on both PC and PS4. This project was also the first time that I had worked with the PS4.

Undefined Game however was solely made by me to develop my knowledge on creating a custom game engine, real time rendering using DirectX 11, procedural generation and LUA scripting.

Game Marmalades

Year 2, NHTV, Beda

The game marmalades consisted out of creating three different games game jam style. During these game marmalades my role was creating the AI for each game. This was all done in Unreal Engine 4 in both C++ and blueprints.

Skills

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

Proficient in Dutch

Proficient in English

Hobbies and interests

Gaming

Programming

Watching programming related talks

Dungeons & Dragons

Listening to music

Listening to podcasts

Making YouTube tutorials

References on demand.