

# 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 API's:

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.