



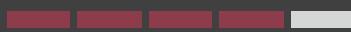
@
hanmeerholz@gmail.com

📞
+31616446086

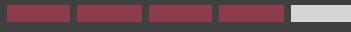
📍
Breda, 4817MV North Brabant

SKILLS

RESTful APIs



Object-oriented programming



Spring framework



Code debugging



Code reviews



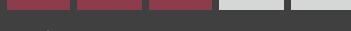
Design patterns



Game development fundamentals



Cross-platform development



Coding

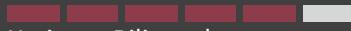


Strong mathematical skills



LANGUAGES

Dutch



Native or Bilingual



English



Native or Bilingual



German



HAN MEERHOLZ

Gameplay programmer

PROFESSIONAL SUMMARY

Aspiring Game Developer with a background in programming. Demonstrated skill and collaboration as a Java Developer at the Justitiële Informatiedienst, reducing software bugs and achieving team goals while delivering high-quality code. Now putting those skills into game programming in C++ and Unreal Engine while also showing interest in technical and narrative design.

WORK HISTORY

November 2022 - June 2023

Justitiële Informatiedienst - Java Developer, Almelo

- Skilled at working independently and collaboratively in a team environment.
- Contributed to backend development using Java frameworks like Spring Boot, enhancing overall application performance.
- Reviewed code, debugged problems, and corrected issues.
- Reduced software bugs by conducting thorough unit testing and collaborating with QA teams.
- Worked with back-end developers to design APIs.
- Integrated APIs with Angular applications, enhancing data accessibility and functionality for end users.
- Deployed applications efficiently using CI/CD tools like Jenkins, streamlining release management processes across multiple environments.

July 2019 - August 2019

VanDijk - Warehouse Worker, Kampen

- Loaded, unloaded, and moved material to and from storage and production areas.
- Achieved timely dispatch of orders using effective time management strategies during the picking process.
- Contributed to achieving team goals with consistent punctuality, reliability, and adherence to established performance standards.

EDUCATION

Bachelor of Science, Creative Media And Game Technologies

Breda University of Applied Sciences, Breda

Expected in June 2027

Bachelor of Science, Computing Science

Rijksuniversiteit Groningen, Groningen

July 2022

Average Grade

Limited Working

French



Elementary

PORTFOLIO

hanmeerholz.github.io

- **8.3** , Rijksuniversiteit Groningen, 2022 - **3.866** GPA Conversion

Completed University-level Coursework

- Imperative Programming
- Advanced Object-Oriented Programming
- Linear Algebra and Multivariable Calculus
- Algorithms and Data Structures in C
- Computer Graphics
- Programming in C++
- Software Engineering

Thesis Statement

- Towards Automated Theorem Proving in the CloG Proof System

High School Diploma

Greijdanus College, Zwolle

September 2019

- VWO (IB equivalent)

- **7.8** , Greijdanus, 2019 - **3.73** GPA Conversion

- Cambridge English Level 3 Certificate (C2, Grade A, 204 Overall Score)