SIETZE RIEMERSMA

+31 610643335
sietze.riemersma@gmail.com
Linked In: Sietze Riemersma
GitHub: KungFuDonkey

EDUCATION

Utrecht University | Bachelor of Computer Science (Game Technology) **Aug 2019 – July 2022**

Country: The Netherlands
Date of Graduation: July 2022
Average Grade: 8.24/10 (Cum Laude)

Utrecht University | Master of Computing Science (Cosc) **Sept 2022 – Present**

Country: The Netherlands
Date of Graduation: July 2022
Average Grade: 8.64/10 (Cum Laude)

RELATED EXPERIENCES

Programming Languages

- C++ (3 years), C# (7 years), GLSL (1 year), HLSL (1 year), Cuda (1.5 years), Rust (0.5 years)

Game Engines and Frameworks

- Unreal Engine, OpenGL, DirectX, OpenCV

Other Programming Tools or related items

- Git, Github, Gitlab, Linux, CMake

Software Development Experiences

- Main Unreal C++ developer at YOM (https://yom.ooo/)
- Front-end and back-end of https://svsticky.nl/
- Front-end of https://intro-cs.nl/
- Back-end of photo album of SV Sticky
- Front-end and back-end of https://amazingpelessons.com/ in PHP, HTML, CSS and SQL
- SDALib for AI researchers https://github.com/red-panda-productions/SDALib
- Simulation for SDALib https://github.com/red-panda-productions/speed-dreams
- Inter process communication library https://github.com/red-panda-productions/ipc-lib

Languages

- Dutch (First Language), English (Advanced), French (Beginner), German (Beginner), Chinese (beginner)

RELATED COURSEWORKS

Optimization and Vectorization (Grade: 9.3/10) **April 2023 – July 2023**

- Optimized code by applying a structured process to improve the speed of certain C++ programs.

Concurrency (Grade: 8.1/10) **Nov 2020 – Feb 2021**

- Programmed multithreaded CPU and GPU algorithms using Haskell and concurrency theories.

Graphics (Grade: 9.5/10) **April 2020 – July 2020**

- Developed a rasterizer and a ray tracer in OpenGL such that the ray tracer could trace spheres, planes, and triangles in real-time up to and including 5 bounces and 3 refractions. The rasterizer could render 3D objects in real time by writing compute, vertex, and pixel shaders in GLSL using C# with the OpenTK framework.

Geometric Algorithms (Grade: 8.9/10) **Nov 2022 – Feb 2023**

- Studied efficient algorithms for multiple dimensions, to improve multidimensional algorithms.

Software Project (Grade 9/10) **Nov 2021 – July 2022**

- Created a framework in C++ and Python to easily make AI driving assistance for an open-source racing game called speed dreams.

CAMPUS & LEADERSHIP ACTIVITIES

Sticky Study Association, NL | COMMIT Committee Member **March 2020 – Nov 2021**

- Programmed various back-ends and front-ends of multiple websites for the programming committee of the study association.

Sticky Study Association, NL | Introduction Committee Member **April 2020 – Sep 2020**

- Developed a website with relevant information for incoming computer science students to keep them up to date.
- Organized events and info sessions during the introduction week for the incoming students
- Guided first-year computer science students on their academic work.

Sticky Study Association, NL | DGDARC Committee Member **Sep 2019 – April 2020**

- Organized events such as a game jam as a member of the Dutch Game and Research Committee to promote the development of games

ADDITIONAL EXPERIENCES

Dutch Computer Science Olympiad **Jan 2018**

- Placed 13th out of 400 participants in round 1 with certificate “Gold”
- Placed 15th out of 100 in round 2