

Martin Stuurwold

Game Programmer

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Experience

September 2014 - Present	Tech Lead – Divenire <i>Project Description:</i> A first-person puzzle game. <i>Responsibilities:</i> As the sole programmer, I was tasked with everything from implementing gameplay logic and UI, to creating visual effects and tools for the project.
September 2012 - Present	Student – NHTV Breda University of Applied Sciences Over the course of my education we would simulate a studio environment weekly, working as groups from all disciplines on both internal and commercial projects.
September 2013 – January 2014	Tech Lead – Bloomedical (Commercial Project) <i>Project Description:</i> An educational/informative game about surgical procedures. <i>Responsibilities:</i> In addition to overseeing the work of my programming colleagues, I coordinated the technical work with both the design and art departments.
September 2010 – May 2012	Volunteer – Habitat for Humanity <i>Project Description:</i> Non-profit initiative to provide housing for those in need. <i>Responsibilities:</i> The majority of time spent was dedicated towards raising funds by engaging with the community. With the donations received, we contributed both financially and with our labour towards the construction of a house in the countryside of Thailand.

Education

2012 – 2016 (expected)	NHTV Breda University of Applied Sciences Bachelor of Science (International Game Architecture and Design)
2010 - 2012	Bangkok Patana (British International School of Thailand) International Baccalaureate

Technical Skills

Programming Languages	C++	3+ years	C#	3+ years
	GLSL	2+ years	Java	2 years
	Cg	1 year	HLSL	½ year
Engines	Unity3D	3+ years	PhyreEngine	½ year
	Unreal Engine 4	½ year		
Other	Microsoft Visual Studio	3+ years	Subversion	3+ years
	CMake & Premake	1+ years	Git	2+ years

Languages

English	Native proficiency
Dutch	Limited working proficiency
Thai	Basic user

Interests

Games	Favourite games: Super Smash Bros. Melee, Mass Effect 1
Music	Favourite genres: Indie Rock, Ambient Instrumental
Physics	Favourite topics: Game Physics, Astronomy