

Robin Opheij

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Game Programmer / AI / Graphics Programmer

EDUCATION

Grafische Lyceum Utrecht

Game Development; MBO-4

Utrecht, Netherlands

2016-Present

Relevant Coursework: CSharp Beginner-Advanced, PHP/SQL, Applied Artificial Intelligence, Design Patterns, Unity3D, Graphics Programming, Introduction to Web development, C++ Beginner-Intermediate, Introduction to Engine Development

Extra courses: 3D, Machine Learning, Higher Education Preparation

SKILLS

- **Languages:** CSharp, Python, C++, PHP/SQL, Javascript, Rockstar, go
- **Libraries:** Graphics libraries, SciSharp, tensorflow, React
- **Technologies:** JetBrains/visual studio, Unity3D, Version control

EXPERIENCE

Kiss The Frog

Development intern

Delft, Netherlands

February 2019 - July 2019

- **internship:** I worked on doing research before the actual start of the project too make sure there are now sudden surprises. I also did some work on a few projects that are under NDA.

Liquid Studio, Accenture

AR/VR intern

Utrecht, Netherlands

September 2019 - February 2020

- **internship:** I build multiple demo's for the hololens. most of them under NDA except for the office decorator. The office decorator is a hololens application where you have a display with office decoration that you can put in a ball. You throw the ball on the ground and it will spawn that item there. Once your done designing your office you can save it for other people to see.

PROJECTS

- **Hello world neural networks:** projects I made to test if I understood a language by building a simple XOR neural network in them. Languages include Csharp, c++, Python and Rockstar(WIP).
- **CanvasCSharpPlusPlus:** A way to long name for a smfl based engine where the whole backend of the engine is build in c++ but the game or "user" part of the engine is used in CSharp.
- **Easy Prop Placing tool:** Physics based brush tool to spawn environmental props.
- **Car and drone AI:** self driving cars and self flying drones built inside unity using custom neural networks build from scratch.
- **Raytracer:** a simple raytracer build in unity using Compute shaders.

ARTICLES

- I wrote an article on *Ray marching* in Unity3D for a course I was following **Feb, 2019**
- Wrote an article about the hello world of machine learning in cSharp and a follow up *Saving Trained Data with JSON*
- Wrote a tutorial on how to write your first shader in Unity3D using shaderlab and CG