Curriculum Vitae

January 18, 2023

Tycho Henzen

PERSONAL DETAILS:

Date of Birth:	27-01-1992		
Address:	Venakkerstraat 26		
Zip code:	5552 LK	Phone:	+316 - 40504654
Residence:	Valkenswaard	Website:	AMP
Nationality:	Dutch	E-mail:	TychoHenzen@gmail.com
Place of birth:	Brunssum	Driver's licence:	AM/B

SKILLS:

Natural Languages:	Dutch(Native)	English(Fluent)
Programming languages:	C#	C++
	Java	GLSL/HLSL
	Python	Go
Frameworks:	Unity	.Net
	Linq	STL
	OpenGL/DirectX	Java EE
	VReeSDK	XSens SDK
	CryptoPP	Manim
	Godot	Unreal engine
Concepts:	OOP	Functional
	Procedural	Agile
	TDD	SOLID
	Refactoring	Reflection
	Networking	Rendering
	Game development	Shaders
	Neural networks	Evolutionary algorithms
	Quaternions	Cryptography
	Assembly	CPU architecture

EDUCATION:

2010-2015	FHICT, Eindhoven ICT, SOFTWARE ENGINEERING
	Minor: Unity game development
	Optional course: OpenGL in C++
	Optional course: Linear algebra
2009-2010	TU/e, Eindhoven BACHELOR - TECHNISCHE INFORMATICA
2008-2009	Rythovius college, Eersel VWO - N&T/N&G
2003-2008	Grotius college, Heerlen VWO - N&T/N&G
	Certificate: Beta 1-op-1
	Certificate: Anglia apprentice
	Certificate: Anglia intermediate
	Certificate: Anglia masters

WORK EXPERIENCE:

2016-2023	VRee Experiences, Eindhoven LEAD DEVELOPER, UNITY/C++, VREE SDK
2015-2016	Gray Lake Studios, Utrecht GAME DEVELOPER, UNITY, PRoD&D
2015	Twnkls, Rotterdam GAME DEVELOPMENT, GRADUATION INTERNSHIP, UNITY, BLNDR AR PROJECT
2013	Gray Lake Studios, Utrecht GAME DEVELOPMENT, INTERNSHIP, UNITY, GUST

NOTABLE "HOBBY" PROJECTS:

Octree Galaxy	An attempt to make a galaxy spanning space game. while truly not having loading screens. Experimenting with recursive procedural generation. Shaders, and manipulating unwieldy amounts of data using octrees
WireShip	A game prototype inspired by the original pitch that grew into Exodus Burned. Combining elements from WireWorld, the witness, and escape rooms.
NeuroCore	A C++-based neural network library that i tried to build as a way to make reinforcement learning more usable in unity
Auto-RPG	A game concept that explores similarities between idle games and action-RPGs With items that automate the ARPG elements and gameplay that slowly morphs to manipulating map generation using a magic system based on an 8D space
Flight control	A C++ project using text to speech as a flight computer that would read Elite Dangerous' log files to tell you interesting information like listing valuable resources on the surface after scanning a planet.
YANA	A small game made in plain Java, for the Ludum Dare game jam The only project on this list that was arguably finished