

## SUMMARY

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I am a computer science student. I have worked on all kinds of things including 2D and 3D games, game engines, rendering engines, GPGPU, command line applications, open source libraries, android apps, data processing tools, experimental prototypes, interactive electronic devices, AI's and procedural generated content.

## EDUCATION

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### UTRECHT UNIVERSITY

2017-2020

(NOT YET) B.S IN COMPUTER SCIENCE

- Finishing bachelor next quarter.

### HKU (HOGESCHOOL VOOR DE KUNSTEN UTRECHT)

2015-2017

PROPEDEUSE BACHLOR OF CREATIVE MEDIA AND GAME TECHNOLOGIES, GAME DEVELOPMENT

- During this time I worked with many Designers and Artists in contrast with University where there are only CS students.

## EXPERIENCE

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### UTRECHT COMPANION TO THE EARTH

2020-2020

SOFTWARE ENGINEER

- Utrecht Companion to the earth is an app that has the goal to aid Geo-science students. Our client for the project was the Geo-science department of Utrecht University. My responsibility was optimizing large amounts of data for mobile use and building the Android app. Technologies used by me were Rust and Kotlin with Android Studio. I learned about building Android apps, Shapefile and KML files, compression and the Geo-science field.

## SKILLS

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<b>PROGRAMMING LANGUAGES</b>	<b>Experienced:</b> Rust   C#   <b>Familiar:</b> C/C++   Java/Kotlin   Python   Haskell   GLSL   HTML/CSS/JS
<b>MISCELLANEOUS</b>	Git   Vim   Agile   Arch/Artix/Void Linux
<b>FRAMEWORKS &amp; LIBRARIES</b>	OpenGL   OpenCL   <b>Previous:</b> Unity3D   Monogame   Gamemaker   Arduino
<b>LANGUAGES</b>	<b>Native:</b> Dutch <b>Professional:</b> English

## SOME OF MY PROJECTS

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- GPGPU Raytracer in Rust, C# and OpenCL.
- CPU Raytracer in C# with models, stratified sampled area lights, textures, stochastic glossy reflections, refraction, HDR skyboxes, SSAA, FXAA, multithreading
- Pacman clone... But in Haskell
- Linux rice, custom desktop environment by configuring and forking many open source sub-components
- Procedural terrain generation and hydraulic erosion
- Shapefile-linter: a tool to optimize geological data for mobile use
- A library for extra terminal IO on linux
- MIDI Music Generator