Cody BLOEMHARD

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github | linkedin

SUMMARY

I am a computer science student and former Art 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. I care about combining art and programming and I support the philosophy, use and development of free open source software.

EDUCATION

UTRECHT UNIVERSITY — *2017-2020*

(NOT YET) B.S IN COMPUTER SCIENCE

- Finishing bachelor next semester.

HKU (UNIVERSITY OF ARTS 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

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

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

SOME OF MY PROJECTS

- GPGPU Raytracer in Rust, C# and OpenCl: src.
- CPU Raytracer in C# with models, stratisfied sampled area lights, textures, stochastic glossy reflections, refraction, HDR skyboxes, SSAA, FXAA, multithreading: src.
- Pacman clone... But in Haskell: src.
- Linux rice, custom desktop environment by configuring and forking many open source sub-components: src.
- Procedural terrain generation and hydraulic erosion: src.
- Shapefile-linter: a tool to optimize geological data for mobile use: src.
- Term-basics-linux: A library for extra terminal IO on linux: src.
- MIDI Music Generator: src.
- HackerRank challenges (Problem Solving(Basic), C++(Basic) certified): link.
- Personal Planner: A TUI app to help plan your life: src.
- codyb.xyz: my personal website: src.
- Shapebar: a statusbar for x11, linux. Forked from lemonboy's bar and merged and expanded to look slick while being minimal: src.
- UU-UCE: An educational app to help geoscience students: src.
- St-cody: can't go without your own cosy terminal build: src.
- Miscellaneous work and visual art: instagram