Matthieu van den berg

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Game ai programmer

# about me

I am a Graduation year student of IGAD at the university of NHTV Breda.

Looking for a graduation internship as an AI/Gameplay Programmer.

# Skills & Abilities

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| Languages | **English:** Fluent | **Dutch:** native |
| Computing skills | **Programming languages:** C++, C#, JavaScript, html, CSS. | |

# Working experience

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| Jan/2018 - August/2018 | ***Codeglue – Rotterdam***  ***Game Programming intern****, January till mid-June 2018*  ***Junior Game Programmer****, mid-June till August 2018* | |
| Outline  As intern I was responsible for multiple Game Programming tasks in a project porting a PC game to mobile using unity, these tasks include but are not limited to: | | |
| * Bug fixing * Create Benchmark Scenes * Collaborating with team members | | * Maintaining nightly build machine * Optimization (memory & FPS) * Internal Game Jams |
| After finishing my internship, as proof of the good work I did, I was asked to stay as a Junior Game Programmer till I had to return to school after the Dutch summer holidays. During this my responsibilities stayed the same. | | |

# education

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| sept/2014-June/2019 | Creative Media and Game Technology (CMGT), first years known as International Game Architecture and Design (IGAD)  HBO, Netherlands, NHTV Breda  Main Subjects include: Programming C++ & C# (8.0), Mathematics (7.0), Team based Game production (8.0), Ludology (7.0) |
| sept/2008-aug/2014 | Higher General Secondary Education  Highschool, Netherlands, Ichthus college Kampen  Direction: nature and technic |

# interests and activities

In my spare time I like to Game and do Logic-puzzles.

Besides that, I like to Cycle and do some photographing.

# Awards and recognitions

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| The red stare  – **Dutch game awards** | Best student design  Best student art  Nominee Best student tech |