Matthieu van den berg

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Game ai programmer

# education

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| sept/2014-ongoing | Creative Media and Game Technology (CMGT), first years known as International Game Architecture and Design (IGAD)  HBO, Netherlands, NHTV Breda  Main Subjects include: Programming, Teamwork, Game production |
| sept/2008-aug/2014 | Higher General Secondary Education  Highschool, Netherlands, Ichthus college Kampen  Direction: nature and technic |

# Working experience

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| Jan/2018 - June/2018 | ***Game Programming intern for Codeglue***  ***Rotterdam, Netherlands*** | |
| Outline  **A**s intern I was responsible for multiple Game Programming tasks in a project porting a PC game to mobile, 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 |

# Skills & Abilities

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

# interests and activities

| Cycling, Photographing, Gaming, Logic-Puzzles |
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# Awards and recognitions

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