Thomas G. van den Berg

Game Designer & Developer
Born: August 23, 1988

Phone: +31 6 2902-4551
Email: thomas.g.vandenberg@gmail.com
Homepage: http://www.noio.nl/

Education

M.Sc. Artificial Intelligence, *Cum Laude*, Universiteit van Amsterdam, 2013.

Thesis: An Empirical Analysis of HyperNEAT

Supervisor: Shimon Whiteson

B.Sc. Artificial Intelligence, *Cum Laude, Honours*, Universiteit van Amsterdam, 2010.

Thesis: Using Color and Composition to Classify Web Pages

Supervisors: M. van Someren and V. de Boer

Study Abroad, Green River Community College, WA, USA, 2006–2007.

Courses: Graphic Design, Japanese, Computer Music, Java Programming & Data Structures, Psychology, Drawing.

VWO Diploma, Stedelijk Gymnasium Leiden, 2006.

Final project: Building a Coilgun.

Work experience

Co-founder of "IJmerika" interactive multimedia, 2011–now.

Teaching assistant for courses in Calculus, Image Processing, Computer Systems, Autonomous Agents and Multi-Agent Systems, Universiteit van Amsterdam, 2011–2013

Homework Coach, Het 4^e Gymnasium Amsterdam, 2009–2011.

Freelance graphic designer and web developer, 2008–2012.

Web developer, Jeres B.V, 2007–2008.

Published Work & Awards

♛ Hackathon NPO 2013, Winning team with "YVON LACHT".

🎮 Kingdom. Featured on Kotaku, Rock Paper Shotgun, Indiegames.com.
`http://www.noio.nl/2013/10/kingdom/`

📄 Thomas van den Berg and Shimon Whiteson. Critical Factors in the Performance of HyperNEAT. In *GECCO 2013: Proceedings of the Genetic and Evolutionary Computation Conference*, July 2013.

🎮 Seed.
`http://www.noio.nl/2007/12/seed/`

Skills

Language: Dutch & English (fluent). French, German, Chinese, & Japanese (basic).

Programming: ActionScript (Flash), C/C++, CSS, HTML5, Java, JavaScript, LaTeX, MATLAB, PHP, Prolog, Python, Unix.

Software: Adobe Flash, Illustrator, InDesign, and Photoshop. Corel Painter. Standard text and spreadsheet software.

Other

Member of the Education Committee Artificial Intelligence, University of Amsterdam, 2008–2012.

Writing tutorials for the *Box2D Physics Engine* community, 2007–2009.

Hobbies: Gaming, Illustration & Design, Writing web apps, Lego Mindstorms, Algorithmic art.

Updated: November 14, 2013