CURRICULUM VITAE

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General info:

Adress:	De Uitgang 13	**Zip code:**	5531 NM
Residence:	Bladel	**Nationality:**	Dutch
Date of birth:	27 − 01 − 1992	**Place of birth:**	Brunssum
Phone number:	+316 − 40504654	**Driver's licence:**	AM
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Skills:

Languages:	Dutch (Native),	English (Fluent)
Programming languages:	Java	C#
	C++	HTML
	Uno	HTML
	CSS	AS3
Frameworks:	Java EE	.NET
	OpenGL	DirectX
	XNA	Unity
	Realtime Studio	UDK
API's:	JSP	JSF
	Java beans	Javadoc
	Servlets	Unit tests
Concepts:	OOP	Agile development
	Networking	Software Lifecycle

Hobbies:

Programming	Games	Game development	Demoscene
Japanese culture	Speed running	Algorithms	Proof-of-concepts

Education:

- *2010 - Current*:
  ICT/software engineering, Fontys University of applied science, Eindhoven
  My current education, where possible I have chosen to follow the route that would lead me to a game development specialization. Although the journey through this education has been troublesome at times, this was mainly caused by classes that addressed my weaknesses, such as management and design-related courses.

- *2009 - 2010*:
  BTI, Technische Universiteit Eindhoven
  This education was not finished successfully since the level of the mathematics/logic classes was out of my reach.

- *2008 - 2009*:
  VWO, Rythovius college Eersel
  The final year of my high school education was finished on a different school since I moved north in early 2007.

- *2003 - 2008*:
  VWO, Grotius college Heerlen
  Main highschool education, my fascination for coding and software started here. I made every possible choice to do absolute sciences wherever possible (biology, chemistry, physics and maths were my main courses).

Extracurricular courses:

- *2011*:
  OpenGL/C++
  A short extracurricular course where we learned to use OpenGL in C++. The course was mainly attended by English-stream students, who had learned to use C++ in their main curriculum, I was one of 4 people to finish the class, with a final grade of 9.0

- *2010*:
  Linear algebra
  A short extracurricular course focusing on linear algebra, I had already learned the basics of linear algebra on the TU/e, and this time I actually understood what I was doing, I still had some trouble with it, and made a demo project that was somewhat impractical(CPU ray tracing is slow). The final grade was a 6.0

- *2008*:
  English masters
  A high-school extracurricular course designed to test your English mastery. It was an optional English exam in several difficulties, namely apprentice, intermediate and masters if I remember correctly. I finished all 3 successfully

Work experience:

- *2013*:
  Gray lake studios & Dreams of Danu
  My first internship in light of my education was at Gray Lake Studios / Dreams of Danu. A collaboration of 2 game development studio's located in the Dutch Game Garden in Utrecht. My internship ran from January until September 2013. My main responsibilities included working on their main project Gust, as well as a "free choice" project in light of my internship. You can read more about both of these projects on my website.

- *2012*:
  Van den berg elektro Bladel
  This was a summer holiday job. As a general store attendant, I had a wide range of responsibilities. Stocking shelves, customer Checkout, and updating the company website, to name a few.

- *2009*:
  Plus Planells Eersel
  This job was only short-lived due to the large amounts of travel time (2 hours per day) to and from school. This, combined with roughly full-time school weeks, makes the period afterwards not very suited for part-time jobs.

- *2008-2009*:
  Jumbo supermarkt Bladel
  My first part-time job. As my first year's contract drew to a close, my boss had decided not to extend my contract because i was too slow. I still somewhat suspect "slow" and "expensive" were synonymous to them. However that doesn't mean i haven't taken the criticism to heart.