# RÉSUMÉ

VALENTIJN GEIRNAERT

## PERSONAL INFORMATION

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| Name: | Valentijn Geirnaert |
| Address: | Eerste Helmersstraat 188 4v |
| | 1054EL Amsterdam |
| | The Netherlands |
| Birth date: | February 21$^{st}$ 1985 |
| Nationality: | Dutch |

## CONTACT INFORMATION

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| Cell phone: | (+31) 6 3432 4443 |
| E-mail: | vgeirnaert@xs4all.nl |
| Twitter: | @VGeirnaert |
| Website: | www.mindsoup.net |

## EDUCATION

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| High school 1997 - 2003: | VWO [highest level of HS] at Bonaventura College, Leiden |
| University 2003 - 2005: | Computer Science at Utrecht University, Utrecht |
| University 2006 – 2010: | Computer Science at The Hague University, The Hague |
| February 2010: | Graduated with a Bachelor's Degree in Computer Science |

## WORK EXPERIENCE

*February 2008 – June 2008*: A full-time game design and software engineering internship at E-merge in Zoetermeer. The work involved developing an educational multiplayer game for the PC using Agile and Scrum, C++ and the Torque gaming engine.

*November 2008 – January 2009*: Part time university project for Auxilium software development in Delft, the Netherlands, using Agile and Scrum. The project involved research into open source CMS packages and how they could be used by the company.

*May 2009 – October 2009*: A full-time graduation internship at Tygron Serious Gaming, a small Dutch game developer specializing in educational software. The project involved the creation of a World Editor program for Tygron's Watergame. The World Editor was a 2D editor written in Java with a plug-in architecture.

*March 2010 – September 2010*: Full time software engineering contract at the IT department of the INL (www.inl.nl), developing the DUELME-LMF component

(developing an API and a lexicographic search program) for a CLARIN project (www.clarin.eu) in Java.

*October 2010 – current*: Full time software engineering contract at the IT department of the INL, developing lucene/java based web services to allow users to search through large INL corpora (500+ million words), as well as allow those corpora to be connected to the European CLARIN search infrastructure.

## ADDITIONAL EXPERIENCE

For the massive multiplayer online game Eve Online I was an elected member of the first Council of Stellar Management (CSM, from May 2008 until November 2008), elected chairman of the third CSM (May 2009 until November 2009) and vice chairman of the fifth CSM (June 2010 until April 2011). The CSM is a body of 9 players elected by the player base and supported by the Eve Online developer CCP Games. The CSM functions as an intermediary between the player base and the developers (a lobby group to represent the players' interests if you will), relaying concerns and ideas from the players to developers as well as acting as a feedback panel for the developers.

During this time I was also Director of Education (essentially a dean) of Eve University, an in-game organization dedicated to helping new players. At the time, Eve University had over 1500 members. As Director of Education I oversaw the running of Eve University's education department which covered mentoring, classes and events, as well as helping maintain diplomatic relationships with other organizations and factions within the game.

I developed a basic 3D rendering engine in C++ and DirectX9 for the college course 3D Game Engine Design, and designed and developed a 2D game engine (BoardSoup) in C# as a hobby project. I have used this engine to create a virtual version of the Thud board game. The 2D C# game engine is an example of my current abilities in the field of software engineering and software design. Examples of my work, including the two projects mentioned here, can be found in the portfolio linked at the bottom of this document.

## SKILLS

### PROGRAMMING

- C++       -       Intermediate
- Java       -       Advanced
- C#       -       Intermediate
- Unreal script       -       Intermediate
- Javascript       -       Intermediate
- DirectX 9 API       -       Beginner
- SQL       -       Beginner/Intermediate
- Python       -       Beginner

## SOFTWARE DEVELOPMENT METHODS

I am familiar with Agile/Scrum, PRINCE2 and Unified Process.

## ADDITIONAL SKILLS

- Strong communication abilities
- Punctual and organized
- Work well under pressure
- Able to pick up new skills, languages and methodologies quickly
- Able to work well both independently and as part of a team

## PORTFOLIO

[www.mindsoup.net](www.mindsoup.net)