Walter Tamboer
Curriculum Vitae

Personalia

Name	Tamboer
First name	Walter
Date of birth	September 19th, 1986
Nationality	The Netherlands
First language	Dutch
Second language	English (fluently)
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Education

2007-2012 HBO Software Engineering: Bachelor (Hogeschool Rotterdam; evening classes)
2006-2007 HBO Software Engineering: Propedeuse (Hogeschool Rotterdam)
2002-2006 Information Technology MBO (ROC Zadkine, Rotterdam)
1998-2002 High school (Westland Zuid, Vlaardingen)

Internships

2005-2005 Coded Illusions
Coded Illusions worked on an Xbox360 game called Haven. As an intern I worked on various tools to ease the development cycle of the game. Alias' Maya was used to create the 3D environment of the game. I used MEL as well as C++ to create tools for Maya.

2004-2005 Willem de Kooning Academy
I worked on a computer game which was a graduation project of two art students of the Willem de Kooning Academy. As a programmer I worked on the gameplay of this game. We used Epic's Unreal Engine 2 to make the game.

Employment

2013-Present – Spil Games - Lead Game Developer
As a Lead Game Developer I guided a small team of 5 programmers in the process of creating 3 casual games including monetization. These games got released on the portals of Spil Games that are visited by 180 million visitors each month. We used Unity3D and its Flash exporter to create the games.

2010-2013 - Polder Knowledge - Lead Developer
At Polder Knowledge I was responsible for the technical quality of an in-house developed framework. I introduced several techniques such as Scrum and Test-driven Development to make development easier. I also did regular code reviews based on the coding guidelines I set up with the team. Clients I worked for: Aegon, Alliander, ASMI, Enexis, Ordina and Vopak.

2008-2010 - Playlogic Games Factory - Gameplay Programmer
Playlogic developed the multimillion AAA titles EyePet and EyePet Move. This was done in collaboration with SCE (Sony) London Studio. As a gameplay programmer I used C++ to work on the AI of the main character. I developed several mini games which were present in the games. I also helped out to create the UI; this was done using Scaleform.

2006-2008 - Coded Illusions - Gameplay Programmer, Coordinator
At Coded Illusions I worked as a gameplay programmer. Development of the game was done by using Epic's Unreal Engine 3. UnrealScript was mainly used to create the gameplay features and I used C++ to extend and optimize the Engine. Mid 2008 I took over lead tasks.

2006-2006 - Gravilux/42 Answers - PHP Programmer, Lead Programmer
Employed as a PHP programmer I did all the programming work that was needed for the development of websites. I had a lot of freedom to come up with solutions to problems. As the most experienced programmer I gradually moved up to a lead role. This role gave me the responsibility to coordinate the programming work of projects within the company.

2003-2007 - Freelancer Web Development
During this period I worked on freelance projects for various customers. Development work was mainly focused on building Content Management Systems in order to give customers the possibility to update their website.

Skills

Personal Skills
I am an easy talking, good listening and serious type of person with a good sense of humour. I always think logically and I am able to plan my work myself. I am that kind of person who asks for work when his project management tool shows up empty.

Professional Skills

Projects
- Experience in working in a team;
- Experience in leading a team;
- Experience in using Scrum;
- Experience in cross discipline interaction;
- I finish projects, and in time.

Languages & Techniques
- PHP5, HTML5, CSS3, JavaScript, XML, SQL
- C++, C#, Java, UnrealScript, MEL, Lua
- Object Oriented Programming, Object Oriented Design

Technology
- Unreal Engine 3
- Unity3D
- EyeToy Framework
- Havok
- XNA
- OpenGL
- Direct X 9
- Zend Framework 2
- Doctrine 2

Software
- Visual Studio
- Maya
- Photoshop
- Flash
- Subversion
- Git
- Accurev
- Trac
- Hansoft
- Mantis
- Aptana
- NetBeans

Products

EyePet™ Move Edition (2010)
Conversion of the first EyePet game in such a way so that it can work with the Playstation Move controller. This was a release-title for the Move controller.

EyePet™ (2009)
A family game for Playstation 3 using EyeToy technology.

Open Source

I am an open source advocate. I have contributed to Zend Framework 2, Doctrine 2, phpDocumentor2, PHP_CodeSniffer and PHPExcel. Visit my Github profile: https://github.com/WalterTamboer

Interests

Apart from game and web development I also enjoy playing games. Braid, GoldenEye and Modern Warfare are my all-time favourite games. I also like to mix music with my Technics turntables and Pioneer CD players.