

Wout van Poppel

Game Programmer

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Dutch nationality | DoB: 29/04/1994 | Male | Single | Driver's Licence: B
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I am a young programmer, graduated in July of 2016,
looking for work as a generalist game programmer.

Education

2012 - 2016 (Graduated)

Bachelor in Science - Game Architecture & Design (Programming) - NHTV Breda University of Applied Sciences, Breda, The Netherlands

2006 - 2012 (Graduated)

VWO/Gymnasium (Secondary education) - Markland College, Oudenbosch, The Netherlands

Previous work experience

September 2015 - January 2016

Jr. programmer - "Terraria" - Codeglue B.V.

20-week internship period, working on the iOS/Android ports of Terraria

- General programming work, primarily including bug-fixing
- Managed the Android build and deployment process
- Worked with a professional team with regular code maintenance and peer reviews

September 2014 - January 2015

Lead programmer - "SpaceShip 729" - NHTV / video game development project

14-day team project developing a database-driven shoot-em-up game for PC in Unity3D

- Led the other programmers of the team, delegating tasks and keeping track of progress
- Programmed gameplay of the game

Skills

Programming languages

Advanced knowledge: C, C++
Good knowledge: C#, Lua, cg, HLSL, OpenCL
Basic knowledge: Java, GLSL

Tools

Advanced knowledge: Visual Studio, Unity3D, Notepad++, OpenOffice
Proficient: Paint.NET, Autodesk Maya, Eclipse

Languages

Dutch - Native
English - Fluent

Interests

Video games: Sports/other:

Practically every genre - mostly platforming (Mario, Mega Man), fighting (Street Fighter)
Music, darts, volleyball, comic books, speedrunning games