Wout van Poppel

Programmer

Professor Mulderslaan 22e, 4731BL - Oudenbosch, The Netherlands Dutch nationality | DoB: 29/04/1994 | Male | Single | Driver's Licence: B +31 (0)6 30489075 | woutvanpoppel@gmail.com | www.woutvanpoppel.nl

Graduated in Game Programming in 2016, 6+ years work experience Looking for programming work inside and outside the game industry

Work experience

September 2016 - present

Game programmer - ChimpWorks Games, Eindhoven, The Netherlands

- Unity3D Game Programming (C#/.NET) and Solar2D (Lua) Game Programming for iOS/Android games, including: Rider, Stack Jump, Baseball Boy, Merge Pool, Rush, Horizon, Jelly Merger, Heroes Battle
- o General programming work including gameplay, user interface, third-party plugin integrations

September 2015 - January 2016

Jr. programmer - "Terraria" - Codeglue B.V., Rotterdam, The Netherlands

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

- \circ Game Programming (C++), primarily including bug-fixing
- Managed the Android build and deployment process
- Worked with a professional team with regular code maintenance and peer reviews

References available on request

Education

2012 - 2016 (Graduated)

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

2006 - 2012 (Graduated)

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

Skills

Programming Advanced knowledge: C#/.NET, C, C++, Lua languages Good knowledge: cg, HLSL, OpenCL, PHP

Basic knowledge: Java, GLSL, SQL

Tools Advanced knowledge: Unity3D, Solar2D, JetBrains Rider, Visual Studio, Notepad++, Git

Proficient: Paint. NET, Autodesk Maya, Eclipse, OpenOffice

Languages Dutch - Native

English - Fluent

Interests

Video games: Super Smash Bros. Melee (competitive), platforming games (Mario/Mega Man),

fighting games (Street Fighter), various other genres

Sports/other: Formula 1, darts, music, volleyball, comic books