

## Contact

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## Experience

- 2011 Feb - present      **.NET Product Developer at Young & Partners**  
 [Application & mobile development for logistics ERP software]  
 I'm responsible for the NaviTrans Graphical PlanBoard, which is a planning and fleet management tool that fully integrates with NaviTrans and the Dynamics NAV backend. I also manage most NaviTrans .NET Add-ins. Lately I've focused more on performance, scalability, and Application Lifecycle Management with Team Foundation Server.
- 2011 May                **Jr. Software Engineer/Technical Artist at GIANTS Software GmbH**  
 [Algorithm implementation for "Farming Simulator"]  
 I developed an Inverse Kinematics bone chain algorithm using OpenGL and C++.
- 2010 Feb - Jun        **Internship at Cruden B.V. in The Netherlands (Erasmus)**  
 [Graphics programmer on "Racer"]  
 During my internship, I created a high performance particle system for effects such as sparks, backfire, dirt, smoke, ...
- 2010                    **Microsoft Imagine Cup - 2nd Prize in Game Design**  
 [Lead programmer on "Shift"]
- 2009                    **Microsoft Imagine Cup - Finalist in Game Development**  
 [Lead programmer on "Shift"]

## Education

- 2006 - 2010            **bachelor Digital Arts and Entertainment (DAE)**  
 at *University College HoWest, dept. PIH.*  
*Graduated with honours.*
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- 2004 - 2006            **2 years of Industrial ICT**  
 2000 - 2004            **4 years of Industrial Sciences**

## Skills

### Programming:

- **C#, .NET** (8 years)
- **C++** (5 years)
- Database languages and frameworks: SQL, LINQ, XML, WCF, web services
- UI frameworks: WPF, XAML, WinForms
- Mobile & Cloud computing on Windows Phone and Azure
- Essentials of PHP, ASP.NET, HTML, CSS
- Powershell
- Dynamics NAV 2009 - 2016 + C/AL

### Game development:

- **DirectX** and **XNA** on PC, Xbox 360 and Windows Phone 7
- OpenGL and Glut (basic)
- HLSL and CG shaders
- Newton Game Dynamics, Box2D

### 3D/Art:

- 4 years of experience with 3ds Max and Photoshop.
- Good at: modeling, rendering
- Basic/average at: texturing, rigging, skinning, animating, compositing

### Social:

- 2010, Oct 6th: Spoke in front of the EU parliament.
- Good at working together with other departments.
- Well organized, clarity is key.
- Strong eye for details.
- Team oriented as well as independent.

### Languages:

- Dutch (native)
- English (excellent)
- French (basic)