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| Rick van MiltenburgTech- & Tools programmer |  Utrecht, The Netherlands October 2nd 1993 <www.milty.nl> rick@milty.nl On request |

# Education

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| 2011 – 2016 | **Bachelor in Game Programming**, *NHTV University of Applied Science,* Breda (the Netherlands)

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| Relevant modules: | Graphics-, Hardware-, and Console programming |

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| 2006 – 2011 | **Higher General Secondary Education (HAVO)**, *Minkema College*, Woerden (the Netherlands)

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| Relevant modules: | Mathematics, IT, Physics, English |

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# Work experience

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| October 2015 – February 2016 | **Programming intern**, *Abstraction Games, Valkenswaard (the Netherlands)*Project: *Verdun, Broforce*Assisted on all fronts of the porting process |
| November 2012 – August 2013 | **Gameplay & tech programmer**, *Better Late Than Never studios*Project: *Moonscrapers* Shown at *Gamescom 2013; Duch Game Awards*.Tasks included:

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| * Implementing gameplay
 | * Debugging
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| * Polishing visuals
 | * Implementing AI
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# Skills

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| Languages | **Dutch****English** | Native languageProficient reading and writing, fluent speech |
| Platforms | **Windows** | 5 years | **Playstation 3** | 3 months |  |
| **Playstation 4** | 1.5 years | **Linux** | 2 years |  |  |
| Programming | **C++** | 5 years | **C#** | 2 years |  |  |
| **C** | 2 years | **Lua** | 4 years |  |  |
| Engines | **Unity3D** | 1 year | **Unreal Engine 4** | 3 months |  |
| Frameworks | **WPF** | 1 year |  |  |  |

# Interests

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| Gaming | Practically any genre, but mainly strategy games |
| Programming | Technical experiments and practical optimization |
| Researching | Rendering techniques, particularly pathtracing and realistic rendering |
| History | Documentaries and history series |