

Rick van Miltenburg

Tech- & Tools programmer

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 October 2nd 1993
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 On request

Education

2011 – 2016	Bachelor in Game Programming , <i>NHTV University of Applied Science</i> , Breda (the Netherlands) <u>Relevant modules:</u> Graphics-, Hardware-, and Console programming
2006 – 2011	Higher General Secondary Education (HAVO) , <i>Minkema College</i> , Woerden (the Netherlands) <u>Relevant modules:</u> Mathematics, IT, Physics, English

Work experience

October 2015 – February 2016	Programming intern , <i>Abstraction Games, Valkenswaard (the Netherlands)</i> Project: <i>Verdun, Broforce</i> Assisted on all fronts of the porting process
November 2012 – August 2013	Gameplay & tech programmer , <i>Better Late Than Never studios</i> Project: <i>Moonscrapers</i> Shown at <i>Gamescom 2013; Duch Game Awards</i> . Tasks included: <ul style="list-style-type: none">• Implementing gameplay• Polishing visuals• Debugging• Implementing AI

Skills

Languages	Dutch Native language	
	English Proficient 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

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