Matthieu van den berg

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Game programmer

# about me

Games give the most awesome idea’s to people, and are a big part of their free-time.

With my programming knowledge and Creative problem solving, we can make your best ideas come to live.

# Skills & Abilities

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| Languages | **English:** Fluent | **Dutch:** native |
| Computing skills | **Programming languages:** C++, C#, JavaScript, html, CSS.**Game engines:** Unreal engine, Unity.**IDE’s:** Visual studio, Eclipse, MonoDevelop.**Version control:** GitHub, svn, perforce.**Misc. software:** Slack, Discord, Steam, Jenkins, Trello. |

# Working experience

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| Jan/2018 - August/2018 | ***Codeglue – Rotterdam******Game Programming intern****, January till mid-June 2018****Junior Game Programmer****, mid-June till August 2018* |
| OutlineAs intern I was responsible for multiple Game Programming tasks in a project porting a PC game to mobile using unity, these tasks include but are not limited to: |
| * Bug fixing
* Create Benchmark Scenes
* Collaborating with team members
 | * Maintaining nightly build machine
* Optimization (memory & FPS)
* Internal Game Jams
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| After finishing my internship, as proof of the good work I did, I was asked to stay as a Junior Game Programmer till I had to return to school after the Dutch summer holidays. During this my responsibilities stayed the same. |

# education

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| sept/2014-June/2019 | Creative Media and Game Technology (CMGT), first years known as International Game Architecture and Design (IGAD)HBO, Netherlands, NHTV BredaMain Subjects include: Programming C++ & C# (8.0), Mathematics (7.0), Team based Game production (8.0), Ludology (7.0) |
| sept/2008-aug/2014 | Higher General Secondary EducationHighschool, Netherlands, Ichthus college KampenDirection: nature and technicMain subjects: Physics (6), Chemistry (7), Mathematics B (analysis, geometry, 8), Mathematics D (vectors, calculus, chance calculations, 6) |

# interests and activities

In my spare time I like to Game and do Logic-puzzles.

Besides that, I like to Cycle and do Photographing.

# Awards and recognitions

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| The red stare– **Dutch game awards** | Best student designBest student artNominee Best student tech |