

MATTHIEU VAN DEN BERG

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<https://www.vandenberggames.com/>

1. SKILLS AND ABILITIES

Languages	English: Fluent	Dutch: native
Skills	Working in teams, Logical Thinking, perseverance, Sense of Responsibility.	
Computing Skills	Programming languages: C++, C#, Java, JavaScript, html, CSS, SQL. Game engines: Unreal engine, Unity. IDE's: Visual studio, Eclipse, MonoDevelop. Version control: GitHub, svn, perforce. Misc. software: Slack, Discord, Steam, Jenkins, Trello.	

2. WORKING EXPERIENCE

Jun/2024 - ongoing **Ampere
Driver & Sorter**

Outline

As Driver at Ampere I work shifts collecting and sorting packages from partner shops of Bol.
This involves the following skills:

- Responsibility on the road
- Staying attentive
- Attention to detail

Oct/2019 – Sept/2022 **PostNL Zwolle
Post sorting HSM (night)**

Outline

As Post sorting officer at PostNL I did night shifts working the Home-number Sorting Machine.
This involved both filing and emptying the HSM, and fixing different errors.
With this I trained the following abilities:

- Working independently
- Teamwork
- Machine Maintenance
- Endurance

Jan/2018 - August/2018 **Codeglue – Rotterdam
Game Programmer Intern, January till June 2018
Junior Game Programmer, June till August 2018**

Outline

As intern and later Junior Game Programmer 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

sept/2013 - Aug/2014

Etos – Kampen

Store Helper, September 2013 till Augustus 2014

As Store helper at Etos I Learned and applied different abilities in working with clients, organizing products, FIFO practices, and cleanliness.

3. EDUCATION

sept/2014-
June/2019

Creative Media and Game Technology (CMGT), first years known as
International Game Architecture and Design (IGAD)

HBO, Netherlands, NHTV Breda

Main 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 Education

Highschool, Netherlands, Ichthus college Kampen

Direction: nature and technic

Main subjects: Physics (6), Chemistry (7), Mathematics B (analysis, geometry,
8), Mathematics D (vectors, calculus, chance calculations, 6)

4. INTERESTS

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

*Besides that, I like to Cycle; Listen to a good Audiobook; do a bit of Photographing; and make
delicious food.*