

Martin Stuurwold

Game Programmer

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Experience

<i>September 2015 - Present</i>	Programming Intern – 2K Czech <i>Project Description:</i> Member of the system/platform team for Mafia III. <i>Responsibilities:</i> Working closely with 4 other programmers mainly focusing on improving external systems & tools to help the rest of the team.
<i>September 2012 - Present</i>	Student – NHTV Breda University of Applied Sciences Over the course of my education we would simulate a studio environment weekly, working as groups from all disciplines on both internal and commercial projects.
<i>September 2013 – January 2014</i>	Tech Lead – Bloomedical (Commercial Project) <i>Project Description:</i> An educational/informative game about surgical procedures. <i>Responsibilities:</i> In addition to overseeing the work of my programming colleagues, I coordinated the technical work with both the design and art departments.
<i>September 2010 – May 2012</i>	Volunteer – Habitat for Humanity <i>Project Description:</i> Non-profit initiative to provide housing for those in need. <i>Responsibilities:</i> The majority of time spent was dedicated towards raising funds by engaging with the community. With the donations received, we contributed both financially and with our labour towards the construction of a house in the countryside of Thailand.

Education

<i>2012 – 2016 (expected)</i>	NHTV Breda University of Applied Sciences Bachelor of Science (International Game Architecture and Design)
<i>2010 - 2012</i>	Bangkok Patana (British International School of Thailand) International Baccalaureate

Technical Skills

<i>Programming Languages</i>	C++	3+ years	C#	3+ years
	GLSL	2+ years	Java	2 years
	Cg	1 year	HLSL	½ year
<i>Engines</i>	Unity3D	3+	PhyreEngine	½ year
	years Unreal Engine 4	½ year		
<i>Other</i>	Microsoft Visual Studio	3+ years	Subversion	3+ years
	CMake & Premake	1+ years	Git	2+ years

Languages

<i>English</i>	Native proficiency
<i>Dutch</i>	Limited working proficiency
<i>Thai</i>	Basic user

Interests

<i>Games</i>	Favourite games: Super Smash Bros. Melee, Mass Effect 1
<i>Music</i>	Favourite genres: Indie Rock, Ambient Instrumental
<i>Physics</i>	Favourite topics: Game Physics, Astronomy