Name: Niels Uiterwijk   www.monstersandsprites.com
Email: nielsuiterwijk@gmail.com
Phone: +31620351865

Profile

I am an experienced game programmer, located in The Netherlands. Over the course of my career I have shipped over a dozen titles across pc, console, and mobile platforms.

Employment History

Codeglue Games, Rotterdam, The Netherlands (December 2012 - Present)
Lead Programmer,
Working on *Antegods* (PC) and before that *Terraria* (iOS, Android, 3DS).
- Responsible for interviewing interns and full time employees together with the CTO
- Regularly evaluate potential projects and provide estimations on timelines & cost
- Responsible for designing & implementing antegod's code architecture
- Responsible for reporting progress on projects to the stakeholders
- Lead a team of 7 programmers to port our D3D11 engine to OpenGL ES 2 and have Terraria running on iOS, Android & Windows Phone 8
- Implemented a heavily asynchronous texture streaming solution for low memory devices

Codeglue Games, Rotterdam, The Netherlands (November 2011 - December 2012)
Engine Programmer,
Worked on *Rocket Riot* (PC) and *ibb & obb* (PS3, PC)
- Designed & implemented D3D11 and stereoscopic 3D rendering in Rocket Riot, dubbed as internal engine "Octarine v2"
- Various optimizations such as the shaders for the PS3 version of ibb & obb, 3D particles in Rocket Riot
- Implemented custom UI system in Rocket Riot
- Byte serializer code for easy packet creation for ibb & obb multiplayer

Glowforth, Amsterdam, The Netherlands (March 2011 - June 2011)
Engine Programmer,
Worked on *Last Inua* (PC)
- Designed & implemented OpenGL 3.0 based engine dubbed "Hiko".
- Implemented Box2D physics and created a custom physics shape editor

Soepel Games, Amsterdam, The Netherlands (November 2010 - Februari 2011)
Gameplay Programmer,
Worked on *Body & Brain: The Pharaoh's Call* (Nintendo DS)
- Implemented missing gameplay features such as a sliding puzzle mechanic
- Optimized specific areas of the game to reach 60 FPS
- Guided the game through LOT check

Ronimo Games, Utrecht, The Netherlands (Januari 2010 - September 2010)
Gameplay Programmer,
Worked on Awesomenauts (PC) and Swords & Soldiers (PS3)

- Implemented stereoscopic 3D for Swords & Soldiers
- Responsible for PS3 platform integration and guiding the game through the TRC checks
- Implemented an ingame, synchronized level editor for Awesomenauts
- Implemented a culling system in Ronitech
- Implemented a memory manager in Ronitech
- Worked closely with designers & artists to optimize their work flows & builds tools

Education

Avans, Breda, The Netherlands (2006 - 2010)
Bachelor of Science: Computer Science
Minor: Media Technology

Technical Knowledge

C/C++, C#, Java, Objective-C, Unity, Vulkan, D3D11, OpenGL, SVN, Git, Jenkins

Shipped Titles

- Rocket Riot (Steam, 2016)
- Terraria (3DS, 2015)
- Last Inua (Steam, 2014)
- Ibb & obb (Steam, 2014)
- Terraria (PS3, 2014)
- Terraria (iOS & Android, 2013)
- Ibb & obb (PS3, 2013)
- Rocket Riot (Windows 8, 2012)
- Awesomenauts (Steam, 2012)
- Swords & Soldiers (PS3, 2009)
- Beer Pong (iOS, 2008)
- Hydrotilt (iOS, 2008)