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| Rick van Miltenburg  Tech- & Tools programmer |  Utrecht, The Netherlands   October 2nd 1993   <www.milty.nl>   [rick@milty.nl](mailto:rick@milty.nl)   On request |

# Education

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

# Work experience

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| October 2015 – February 2016 | **Programming intern**, *Abstraction Games, Valkenswaard (the Netherlands)*  Project: *Verdun, Broforce*  Assisted on all fronts of the porting process |
| November 2012 – August 2013 | **Gameplay & tech programmer**, *Better Late Than Never studios*  Project: *Moonscrapers*  Shown at *Gamescom 2013; Duch Game Awards*.  Tasks included:   |  |  | | --- | --- | | * Implementing gameplay | * Debugging | | * Polishing visuals | * Implementing AI | |

# Skills

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| Languages | **Dutch**  **English** | Native language  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

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| 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 |