

# Bart Veldstra

Game programmer

email: [bart.veldstra@gmail.com](mailto:bart.veldstra@gmail.com)  
portfolio: <http://bartveldstra.com/>

## Job experience

### **Game developer: July 2011 – today**

Engine Software—Doetinchem, The Netherlands

- Carried out videogame and application development using C++ and C#
- Experience with in-house engines and commercial engines like Unity 3D and Cocos2d-x
- Developed for mobile and major console platforms, including Xbox One, PS4 and PSVita
- Ported code from the PC to Nintendo 3DS and other consoles
- Supervised off-site team of two programmers from Poland
- Worked on both gameplay and engine tasks
- Created scripts and tools for supporting development tasks and maintained 3DS build system

### **Web developer: July 2010 – May 2011**

CortexCortex ID—Utrecht, The Netherlands

### **Blender plugin developer: October 2009 – March 2010**

Centre for Electronic Media Art—Melbourne, Australia

- Integrated a C++ library with Blender 3D using the Python language
- Graduation project for my Computer Sciences education

### **Freelance C# programmer: February 2009 – October 2009**

Nedap Library Solutions—Groenlo, The Netherlands

### **Embedded-Linux software developer: September 2008 – February 2009**

Nedap Library Solutions—Groenlo, The Netherlands

- Redesigned an existing product, the SelfService Check In / Check Out desk, and transported the software stack from Windows to embedded Linux
- Internship for my Computer Sciences education

## Highlighted work from my portfolio

### **Terraria (Xbox 360, Xbox One, PSVita, PS3, PS4) – professional project**

- Ported XNA codebase from PC to consoles
- Created the achievements and leaderboards backend and implemented the Xbox 360 target
- Built the leaderboards UI and Character Creation dialog
- Reimplemented and ported additional content updates from the PC version
- Responsible for creating submission-ready builds and patch images

### **Terraria Companion App (Android, iOS, Xbox One, PS4) – professional project**

- Used Cocos2d-x framework to create a cross-platform mobile application
- Added companion app communication backend to Terraria
- Required low level network programming for PS4 target

### **Tetravex Mobile (Android) – personal project**

Personal game project published on Google Play Store, developed using Haxe

### **Ludum Dare and One Game A Month (PC, Web, Unity3D, Haxe) – personal projects**

Rapid prototyping of game ideas within a set time

## Education

### **Computer Sciences: September 2007 – July 2010**

Saxion University of Applied Sciences–Enschede, The Netherlands

- Obtained Bachelors degree (cum laude) in Computer Science with specialisation in Gaming and Virtual Reality.

### **Molecular Life Sciences: September 2002 – August 2007**

Wageningen University–Wageningen, The Netherlands

- Minor subjects: Advanced Programming, Data Management and Extended Essay (about a programming assignment).

## Skills

**Programming languages:** experienced in C/C++, C#/.NET, Python, Haxe and Java, familiar with Objective-C

**Software:** Microsoft Visual Studio, Unity3D, XCode, CMake, Tup, Git, Subversion, 3DS/PS3/PS4/PSVita/XBox360/XBoxOne toolsets

**Project and software management:** experience with Scrum, Extreme Programming and Test-driven Development

**Language:** Proficient in Dutch (native tongue) and English

## Interests

- Videogames and Virtual Reality;
- System and network security;
- Embedded software development;
- Biomedical chemistry and virology;
- Digital privacy;
- Geocaching.