

Bart Veldstra

Videogame programmer

email: contact@bartveldstra.com
portfolio: <https://bartveldstra.com/>

Job experience

Game developer: October 2018 – now

Nixxes—Utrecht, The Netherlands

- Carried out videogame development using C++ and C#
- Experience with AAA game development

Game developer: July 2011 – September 2018

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 consoles, including Xbox One, PS4 and Nintendo Switch
- Ported code from various platforms to Nintendo Switch 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

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

Monopoly (Nintendo Switch) – professional project

- Ported existing codebase to Nintendo Switch
- Added new gameplay mechanics
- Added touchscreen support
- Updated AI for the new mechanics and game flow
- Updated multiplayer code to work with the new mechanics and game flow

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

Squarium (Android) – personal project

Personal game project published on Google Play Store, developed using C++

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, Flash and Java, familiar with Objective-C

Software: Microsoft Visual Studio, Unity3D, XCode, CMake, Scaleform, Wwise, Git, Subversion, 3DS/Switch/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;