MARIJN TAMIS
Game Technology Programmer

Dutch nationality — Speaks native Dutch and decent English — Born 1-12-1992 in Alkmaar

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EDUCATION

NHTV (IGAD), Breda   *2011 - 2015*
Bachelor Game Architecture and Design
Specialization project: Real-time physics simulation
Relevant modules: Physics, Graphics programming, Optimization, GPGPU, Maths
Graduated with honors (With a GPA of 4.0 / weighted average of 9.2).

High school (HAVO level dutch)   *2011*
With nature & technology subject package (maths, physics, etc.)

EXPERIENCE

Contracted work - Confetti - *Programmer*   July 2015 - ...
· Game engine related C++ programming work

Graduation internship - Nixxes / Crystal Dynamics - *Programmer*   February 2015 - June 2015
· Developting and evaluation a Sequential Impulse solver
· Implementing and optimizing various joints
· Documenting solver and joints

Internship - Nixxes - *Programmer*   September 2014 - January 2015
· Worked on Xbox 360 version of Rise of the Tombraider
· CPU side optimizations of the graphics system
· Parallelization of scene management

Gamelab 5 - Datagate - *Programmer*   September 2013 - January 2014
Gamelab is the studio environment in NHTV/IGAD where groups of students make a game in a period of minimal 17 weeks.
· Worked with Arauna 2 real-time path tracer
· Implemented graphical user interface in close collaboration with designer
· Debugged engine and game code
· Programmed game logic
· Composed music

TECHNICAL STRENGTHS

Advanced	Intermediate	Beginner
C++	Xbox 360 — Foundation Engine	gDEBugger
OpenGL	Perforce — Git — SVN	Java — C# — Android
GLSL	LaTeX— Arauna 2	SQL — PHP — XHTML
Cg	Visual Studio — PIX	make — bash
	Windows — Linux	GIMP — Inkscape — 3ds Max 7
	OpenCL — GL Compute shaders	
	g++ — valgrind — gdb	
	Cross platform development	

HOBBIES — INTERESTS

Electric violin and live looping   Composing

Analog synthesizer sound design   Analog and digital electronics