Joren Bolhuis

Programmer experienced in Engine, Graphics, Network & Gameplay programming

Website: www.jorenbolhuis.com
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Education

Bachelor of Science: NHTV Breda (Breda, The Netherlands), 2015 – present

During this time, I refined and picked up the following languages, software, libraries and other skills: Scrum, C++, 3D Math, DirectX11, OpenGL, Unity3D, C#, Unreal Engine 4, Blueprinting, RakNet, ENet, DearImGui, DXMath, GLM, PS4 SDK, Lua.

MBO game developer: Alfa College (Groningen, The Netherlands), 2011 – 2015

During this time, I picked up the following languages, software and libraries: ActionScrip3, Flash, Unity3D, C#, HTML, CSS3, OpenGL, Java, C++, Android SDK & NDK, SDL/SDL2, GLM, Photoshop, 3DS max.

Internships

Indietopia (Groningen, The Netherlands), 2014 – 2015 (6 months)

During this time, we (a team of three interns) created a mobile game called Deep Danger. More info can be found on my site (https://jorenbolhuis.com/project-deepdanger.html). I developed the following skills: Unity3D, C#, releasing a game on google play, polishing, testing with an audience.

Team 6 Game studios (Assen, The Netherlands), 2013 – 2014 (2 months & 6 months)

During these internships I worked on various games and later did some engine work. During this period, I worked on the following skills: Lua, C++, Custom Engine, Android, IOS.

Work experience

Croissanterie Du Nord (Groningen, The Netherlands), 2015

Waiter & dishwasher.

Santibri BV (Winsum, The Netherlands), 2009-2013

Newspaper deliverer.

Interlanden BV (Winsum, The Netherlands), 2008-2009

Newspaper deliverer.

Skills

General:	Scrum, Photoshop
Programming languages:	C, C++, C#, Lua, Java, ActionScript3, JavaScript, HTML5, CSS3
Game engines:	Unity3D, Unreal Engine 4, Flash
APIs:	OpenGL, DirectX11
Project generation tools:	CMake
Version control:	SVN, Perforce, Git