

ANGELO VAN DER MARK – Game Programmer

OBJECTIVE I am a programmer that seeks to join the process of game development from a technical perspective. Through past projects I've gained experience in various areas, and my passion is to use this knowledge to help create seamless interactive experiences. I'm looking to expand my skillset to become an all-round developer!

EDUCATION **2011 – 2014, 2017 - 2020**
Creative Media and Game Technologies
Bachelor of Science
Breda University of Applied Sciences (BUAS), formerly known as NHTV.

2017 - 2019
The Unreal Engine Developer Course
Online course at Udemy.com on game development using Unreal Engine 4.

2004 - 2011
VWO – Profile Natuur & Gezondheid
Van Maerlant Lyceum, Eindhoven.

EXPERIENCE **September 2019 – January 2020**
Pillow's Willow VR Studios, Eindhoven
As an intern, I worked on improving and expanding various underlying systems in Exodus Burned and helped development of a new system to correct VR tracking issues on the fly.

2016 - 2017
GGzE eLab, Eindhoven
GGzE eLab is an ecosystem for innovation on mental health care. I volunteered for a year and helped with brainstorming and prototyping.

2006 – 2008
JUMBO, Veldhoven
My work involved stocking shelves and helping customers.

SKILLS	Communication:	Dutch (native), English (fluent)
	Production:	Scrum, Jira
	Programming languages:	C++, C#, JavaScript, Cg, HTML/CSS
	Game engines:	Unity3D, Unreal Engine 4, Horde3D
	Version control:	Git, SVN, Perforce
	Software:	Visual Studio, CMake, Microsoft Office, Clip Studio Paint

INTERESTS AND
ACTIVITIES

Games: I primarily enjoy action platformers or games for their storytelling. I'm a fan of speed running and competitive Smash.

Music: I've been playing piano since I was 8, and I listen to all sorts of genres and eras.

Arts: Occasionally I dabble in (collaborative) creative writing and drawing. Genres I enjoy include fantasy, mystery, and Lovecraftian horror.