

ARJEN VAN HECK

The Netherlands,
Gender: Male
Date of Birth: 4-6-1993,
Nationality: Dutch

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SKILLS

Languages:

C++, C#, As3, Lua

Software Experience:

Visual Studio 2013/2015, Unity3D, Unreal 4,
Microsoft Office, TortoiseSVN, Perforce, Mercurial, Maya

Gameplay Programming:

Developed gameplay system and logic in all known
languages.

UI Programming:

Implementation of HUD and UI based on document and designs as well as
scaling and navigation systems.

Miscellaneous:

Worked with MVC frameworks, Scrum agile development. Developed Virtual
Reality games for GearVR and Oculus Rift.

Other:

Experience in teams of 6-30 people on yearlong basis. Roles as lead and
producer besides programming.

EDUCATION

2013 – 2017

NHTV Breda
Bachelor's Degree International Game Architecture and Design

2009 – 2013

Grafisch Lyceum Rotterdam
Mediatechnologie – Gamedeveloper

2005 – 2009

VMBO Kaderberoepsgerichte leerweg C.S. Calvijn
Trade & Economy

WORK EXPERIENCE

2016 – 2017

Intern Programmer - Handy Games (Germany)

2013 – 2013

Freelance Programmer - Ranj Serious Games (Netherlands)

2012 – 2013

Intern Programmer - Ranj Serious Games (Netherlands)

2012 – 2012

Intern Programmer - Mijn naam is Haas (Netherlands)

LANGUAGES

Dutch:

First language

Engels:

Fluent in speaking, reading and writing

MISCELLANEOUS

Favourite games:

Europa Universalis 4, Street Fighter 5, Blood Bowl, Mabinogi Starcraft 2,
C&C, TouHou series, Stellaris, Tabletop Simulator

Other:

Guild Leader – Mabinogi