

Thijs Waalen

Valkenstraat 26, 4811 EZ Breda, The Netherlands
26-02-1992 | Dutch

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Gameplay Programmer

Education

Bachelor in International Game Architecture and Design | 2010 - Present (Ongoing)

NHTV University of Applied Sciences, Breda, The Netherlands

Expected graduation December 2016

Research project Controller support for a strategy game

VWO (Pre-University Secondary Education) | 2004 - 2010

Titus Brandsma Lyceum, Oss, The Netherlands

Work Experience

Application Developer | June 2015 – August 2015

Intrapost (Summer job)

- Worked in a small team on applications for internal and external use

Gameplay Programmer | September 2014 – December 2014

Research project (“OpenRA” port to PlayStation 4 and controller support)

- Implemented a comfortable control scheme using a controller
- Made a simple renderer backend for use on the PlayStation 4

Gameplay Programmer, Programming Lead | November 2012 – May 2014

Third Time's The Charm (“Tank Takeover”, student project during my third year at NHTV)

- Assigned tasks to other programmers
- Ensured these tasks were finished in time
- Implemented tank movement and controls
- Was shown at the INDIGO showing at Gamescom 2013
- 10 working days were spent on it as a student project, a few more as a side project

Gameplay Programmer | September 2013 – February 2014

“Dolphin Dreams”, student project for a client (Stichting SAM) during my fourth year at NHTV

- Worked on getting the animation blending and dolphin movement look natural
- Implemented sounds and player feedback

Supermarket Stocker | 2008 - 2010

Jumbo Supermarkten

- Stocked supermarket shelves
- Sorted incoming returnable bottles
- Worked in a team under sometimes hectic conditions

Skills

Languages

Dutch Native

English Fluent

Programming Experience

Advanced C++

Intermediate C#, GLSL, Python

Basic Lua

Interests

Games Strategy (Command & Conquer, Europa Universalis)

Music Alternative Rock, Hard Rock, Heavy Metal

Other Cinema, TV Shows