

Personal Details

Name **Remco van Oosterhout**
Date of Birth 29 October 1985
Address Hoge Donk 34
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Education

2007 - present **International Game Architecture and Design (HBO)**
NHTV, Breda

2004 - 2006 **Application Developer (Applicatie Ontwikkelaar, MBO-4)**
Baronie College, Breda

2002 - 2004 **Assistant ICT Manager (Medewerker Beheer ICT, MBO-3)**
Baronie College, Breda

1998 - 2002 **MAVO (Middelbaar algemeen voortgezet onderwijs)**
Markland College, Oudenbosch

Work Experience

10-2006 – 08-2007 **Web Developer**
B-Online, Oudenbosch

- Development of modular content management systems
- Development of online payment systems
- Development of centralized administration systems
- Development of other web based services

04-2006 – 09-2006 **Developer and System Administrator**
Elsman International, Oosterhout

- Development of websites and content management systems
- Server administration
- Supporting users

09-2005 – 01-2006 **Application Developer (Internship)**
De Stilte, Breda

- Development of a financial administration system
- Improvements to the website and CMS

09-2003 - 06-2004 **Assistant ICT Manager (Internship)**
De Stilte, Breda

- Server migration from Linux to Windows
- Responsible for keeping all computer equipment operational
- Development of a website and CMS
- Purchase of new equipment
- Supporting users

Skills

Primary Skills

- C++
- PHP
- C#
- SQL
- XML, HTML, XHTML, CSS
- Javascript, AJAX, JSON
- Code Architecture
- Networking

Secondary Skills

- nVidia CG
- LUA
- Computer assembling and repairs
- Configuration and management of Microsoft Windows 2000, XP, 2003, Vista, 2008, 7
- Configuration and management of GNU/Linux based systems

Experience

- Ogre3D SDK
- Havok Physics SDK
- PhysX SDK
- FMOD SDK
- OpenGL
- Software rasterizing, software ray tracing
- Vector, matrix and quaternion math
- Scene graphs and scene subdivision algorithms
- Animation blending, inverse kinematics
- Subversion, Mercurial
- SIMD programming
- Parallel programming
- Behavior state trees
- C++ coroutines
- Design patterns
- Open source licensing
- Adobe Photoshop
- Autodesk Maya