

Roy van Eijndhoven

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SKILLS

- C#
- Unity3D
- Game Development
- UML
- PHP
- ASP.NET
- MSSQL
- Scrum
- JSON
- Java
- HTML5
- Software Development
- CSS
- AngularJS
- MySQL
- Agile Methodologies
- XML

EXPERIENCE

Wisfire 09 / 2014 - 02 / 2015
Intern - Programmer

Developing Gameplay Components for Wisfire's first game Herald. During my Internship I had to work closely with the Art Director, Creative Director and Lead Programmer and was working on multiple Gameplay Components that can be found in the Herald Demo, for example:

- NPC's walking a predefined path and pausing at certain points to do an animation or action. Talking to NPC's using a dialogue and making NPC's walk to certain points after dialogue.
- Inspecting, for example, a desk. Zooming to the desk, enabling the objects on the desk to become clickable and then zooming to the selected object. After that start a dialogue or add an entry to the ingame journal.
- The in-game journal, can be opened by clicking on it at the bottom of the screen. Opens with an animation, shows all kinds of background information about People or Objects and tracks the choices you've made and quests you're given.

[Worked with...] Unity3D, uGUI (Unity3D 4.6), Dialoguer (Asset), A* Pathfinding (Asset)

KSE Process Technology B.V. 02 / 2012 - 07 / 2012
Intern - IT Department

Internship, with graduation project.

[Project] Automation of Routing Forms and Business Processes within a SharePoint environment using Document Libraries, Lists and Workflows in SharePoint Designer.

[Worked with...] Windows XP, Windows 7, Windows Server 2003, Windows Server 2008, Exchange 2010, SharePoint 2010, SharePoint Designer.

Schippers Europe BV 02 / 2011 - 07 / 2011
Intern - IT Department

Basic System Administrator and Customer Support tasks, with project.

[Project] Setting up an Axis security camera system and installing 8 camera's.

[Worked with...] Windows XP, Windows 7, OSX, Blackberry Enterprise Server, Windows

Server 2003, Windows Server 2008, Exchange 2010.

BAMP Electronics

01 / 2007 - 08 / 2010

IT Professional

System Engineer and Customer/Technical Support.

KSE Process Technology B.V.

09 / 2009 - 02 / 2010

Intern - IT Department

Basic System Administrator and Customer Support tasks.

EDUCATION

Fontys Hogeschool Eindhoven

2012 - 2016

HBO | Bachelor's degree , Software Engineering

ROC Eindhoven

2008 - 2012

MBO , ICT-Beheer

LANGUAGES

• **Dutch** (Full professional proficiency)

• **English** (Full professional proficiency)

INTERESTS

Software- and Game Development, Gaming, Retro Games, Carp Fishing

HONORS

- Certificate CCNA Discovery 4 - Working at a Small-to-Medium Business or ISP
- Certificate CCNA Discovery 4 - Introducing Routing and Switching in the Enterprise