

# Jochem Beltman

## Game Developer



28 August 1996



Almere, Netherlands



Dutch



*Please request via email*



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## About me

I am a programmer mainly specializing in game development with C++ and C# who has an additional interest in computer graphics. While I love to program in general my preference has always been with lower level languages. I have come to love the flexibility, control and elegance you can achieve with languages like C++. I am also very experienced in the Unity engine, and for years now programming on games has been the most rewarding experience as a hobbyist. Within general IT I am an eager developer who likes to make life for myself and my colleagues easier. I have lots of experience as a team player, am communicative and a flexible and independent worker who also knows his way around SCRUM. I graduated as a Bachelor of science at BUAS.

## Skills

Modern C++

C# (DotNet)

SCRUM

Game development

AR VR development

Problem solving

Design thinking

Creative Business management

## Education

2018-2022	Interactive Games Architecture and Design at BUAS Breda University of Applied Sciences, former NHTV Major in Science, Minor in Entrepreneurship	Bachelor Diploma
2020-2020	Interactive Ray Tracing course by Jacco Bikker	1 week crash course
2014-2018	MBO4 Game Developments at Media College Amsterdam	Diploma
2013-2014	Havo at OSG De Meergronden	High school
2009-2013	Vmbo-TL at OSG De Meergronden	High school Diploma

## Experience

2017-2018	NLR (Dutch Aerospace Laboratory) programming intern Working on various applied games in AR and VR, as well as a VR flight simulator for the education of pilots.
2023-present	Rotaform (Junior C# Developer) Maintaining, extending and automating high-capacity data-pipelines using DotNet.

## Software

Visual Studio

Unity Engine

Unreal Engine

GIT/SVN/Perforce

JIRA/Scrumwise/Asana

Cmake/Premake

## Programming Language

C++

C#

GLSL

OpenGL

Rust

## Spoken Languages

Dutch	Native speaker	Speaking & writing
English	Fluent	Speaking & writing

## Interests

I am driven and ambitious programmer aiming to expand my technical knowledge first and foremost. I enjoy programming for the fun of it and do so often in my spare time working on small video games. It should come as no surprise then that I also enjoy playing them a lot.

I am however also a musician and have been playing the violin all my life. It is one of my greatest hobbies and I play in multiple bands for different occasions. On top of that I also love playing weird, obscure and eccentric instruments from all around the world and all over history.

Lastly I am very enthusiastic about astronomy and spend a lot of time reading up on whatever new research has been published. If you are curious about my work, please visit my portfolio website linked at the top of this document.