

Nieck Kelder

Gameplay Programmer

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Education

- 2011 – Present **Game Architecture and Design, Bachelor** - NHTV University of Applied Sciences, Breda
Major: Programming. Expected graduation: 2015
- 2006 – 2010 **Information Technology, Bachelor** - Windesheim University of Applied Sciences, Zwolle
Specialisations: Web Technology, Games Programming

Game Development Projects

The following student projects were created in teams of artists, designers and programmers, one day each week.

- September 2013 - April 2014 **Territory** - 2 to 4 player competitive online RTS
- Managed the programmers, kept track of progress and assigned programming tasks
- Implemented several gameplay and UI elements
- September 2012 - July 2013 **Moonscrapers** - Two player competitive tower building RTS
- Managed the programmers, kept track of progress and assigned programming tasks
- Implemented the menu/HUD and several gameplay elements
- Jan 2012 - July 2012 **Sugar Rush** - Cooperative two player 3rd Person Action
- Managed two other programmers in the use of UnrealScript
- Researched UDK and supported artists in the use of UDK
- Implemented several gameplay elements

Work Experience

- Feb 2010 - Dec 2010 **Junior .NET Developer** - Salland Engineering / Semiconductors, Zwolle
Intern: Feb - June - Developed as an intern, in cooperation with another student, a license management application used for tracking software licenses programmed to USB security dongles
Fulltime: July - Dec - Internship extended into a contract to improve the application
- July 2008 - July 2009 **Junior ASP Developer** - Infa B.V. / Financial Services, Zwolle
Intern: Nov 2008 - Jan 2009 - Maintained a classic ASP web application, used by financial advisors
- Completed a 10-week internship in a team with two other students and integrated a relational database in a Silverlight application

Skills

Languages	Dutch: Native language English: Professional proficiency			
Programming languages	C++	Proficient	GLSL	Intermediate
	C#	Proficient	Cg	Intermediate
	Java	Intermediate	SQL	Intermediate
Engines & APIs	Unity, Unreal Engine 3, Horde3D, OpenGL			
Platforms	PlayStation 3, Android, MS Windows			
Software	MS Visual Studio, Eclipse, TortoiseSVN			

Interests & Activities

Interests: Computer hardware, scientific news, music, movies
Games: First person shooters, (3D) puzzle games, indie games