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MaxOomen.xyz

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Breda, The Netherlands

Dutch Nationality

Max Oomen

Graphics Programmer and Engine Programmer

Experience:

2015 - present	Voxel Cone Tracer: Creating a real time global illumination solution for a game engine being developed by other students. So far convincing results despite having a lack of debugging tools and an inconsistent shader compiler. Personal rating by teachers: Exceeds Expectations
2015	Battling Brains: Game made in the PhyreEngine with a team of 14. Due to various problems like numerous bugs and missing engine functionality, succeeded as a team in building a game up to quality standards for the PlayStation®4. Personal rating by teachers: Excellent
2014	Path Tracer: A path tracer written in C++ and CUDA, able to simulate scenes of high complexity. Personal rating by teachers: Exceeds Expectations
2012 - present	Trained Cub Scouts leader (voluntary), Scouting Erasmus, Oosterhout

Education:

2013 - present	Bachelor of Science, NHTV - International University of Applied Sciences, Breda, Game Programming, International Game Architecture and Design. Expected graduation date: July 2017 Relevant Modules: Graphics, Engine and Console Programming
2008 - 2013	Higher General Secondary Education (HAVO), Mgr. Frencken College, Oosterhout Relevant modules: Mathematics, Physics, IT, English

Skills:

Languages	Dutch English	Native Proficient		
Programming Languages	C++ GLSL HLSL	Professional Professional Professional	CUDA C# x86	Professional Intermediate Intermediate
APIs	OpenGL, Direct3D 11, GNM, Win32, Bullet Physics			
Engines	Unity3D, PhyreEngine			
Platforms	Windows, Android, PlayStation® 4			
Work related tools	Visual Studio, SVN, Git, Perforce, CodeXL, RenderDoc, nSight, vTune, Maya			

Interests & Hobbies:

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