Résumé

VALENTIJN GEIRNAERT

PERSONAL INFORMATION

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CONTACT INFORMATION

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WORK EXPERIENCE

January 2014 – current: Full time software engineering contract at Nomads (www.nomadsagency.com). At Nomads I primarily did back-end development for the Killzone Shadowfall website (http://shadowfall.killzone.com) in Java. For example, much of the functionality related to clans was implemented by me. I also worked on the DKMS website (www.dkms.de), which involved extending the functionality of the Drupal CMS. This work was done in PHP.

October 2010 – December 2013: Full time software engineering contract at the IT department of the INL (www.inl.nl), developing Lucene/Java based web services to allow users to search through large INL corpora (300+ million words), as well as allow those corpora to be connected to the European CLARIN (www.clarin.eu) search infrastructure. A result of this work is Brieven Als Buit which won 'Best website in the language sector' award in the 2014 Language Industry Awards.

March 2010 – September 2010: Full time software engineering contract at the IT department of the INL, developing the DUELME-LMF component (an API and a lexicographic search program) for a CLARIN project in Java.

May 2009 – October 2009: A full-time graduation internship at Tygron Serious Gaming, a small Dutch game developer specializing in educational software. The project involved the creation of a World Editor program for Tygron's Watergame. The World Editor was a 2D editor written in Java with a plug-in architecture.

EDUCATION

High school 1997 – 2003: VWO (highest level of high school) at Bonaventura College, Leiden

University 2006 – 2010: Computer Science at The Hague University, The Hague

Graduated with a Bachelor's degree in Computer Science

ADDITIONAL EXPERIENCE

I developed a basic 3D rendering engine in C++ and DirectX9 for the college course 3D Game Engine Design, and designed and developed a 2D game engine (BoardSoup) in C# as a hobby project. I have used this engine to create a virtual version of the Thud board game (a game from Terry Pratchett's Discworld universe).

I am currently working on a Dungeons and Dragons character sheet app for Android in Java. While the app is compatible with Android 2.2 and up, the look and feel conforms to the design guidelines of Android 4.0.

For the massive multiplayer online game Eve Online I was an elected member of the first Council of Stellar Management (CSM, from May 2008 until November 2008), elected chairman of the third CSM (May 2009 until November 2009) and vice chairman of the fifth CSM (June 2010 until April 2011). The CSM is a body of 9 players elected by the player base and supported by the Eve Online developer CCP Games. The CSM functions as an intermediary between the player base and the developers (a lobby group to represent the players' interests if you will), relaying concerns and ideas from the players to developers as well as acting as a feedback panel for the developers. This experience taught me a lot about navigating the different needs and desires of stakeholders on a project.

During this time I was also Director of Education (essentially a dean) of Eve University, an in-game organization dedicated to helping new players. At the time, Eve University had over 1500 members. As Director of Education I oversaw the running of Eve University's education department which covered mentoring, classes and events, as well as helping maintain diplomatic relationships with other organizations and factions within the game. This experience taught me a lot about managing groups of people.

SKILLS

PROGRAMMING

Programming languages known: Java, C#, C++, Javascript, SQL, Python

SOFTWARE DEVELOPMENT METHODS

I am most familiar with Agile/Scrum, but also know PRINCE2 and Unified Process

ADDITIONAL SKILLS

- Able to quickly learn new skills, languages or methodologies
- Able to work well both independently and as part of a team
- Strong communication abilities
- Punctual and organized
- Work well under pressure