BRORD VAN WIERST

DUTCH, 04-10-1995 (22 YEARS)
FULL STACK DEVELOPER
C / CPP / JAVA / JAVASCRIPT

OBJECTIVE

The best thing about me is my enthusiasm in learning and designing new software. I like acquiring knowledge and then sharing this with those who want to know.

SKILLS & ABILITIES

Besides the necessary skills in various languages (C/C++/Java & Javascript), I am bilingual; Fluent speaker in Dutch and English, Limited work proficiency in German and Spanish, and basic education in French.

VITALS

Carrer dels Escudellers 53

08002, Barcelona, Spain

T +31619487362

EXPERIENCE

WOOLTHUISWERKT, THE NETHERLANDS, AMSTERDAM

05/2017 - NOW
Full stack developer.

Also, the only developer of the company, which allows me the freedom to decide my own tasks and teaches me to handle the responsibility. I have been tasked with improving/fixing their bike ride tracking app and creating a website with back-end which can import data from various tracking apps and then incorporate it into challenges/badges/overviews.

PANGEA, SPAIN, BARCELONA

08/2017 - NOW
Full stack developer.

Initially responsible for setting up the entire project, later on team lead of the server side. Pangea is a project which aims to integrate google translate with a messaging client. Each user selects a language he wants to learn and a (although optional) language he will speak from. Using the messages send by the user, the app will provide small "games" to practice your target language. (duolingo)

UTOMIK, THE NETHERLANDS, EINDHOVEN

04/2016 – 11/2016
Final internship (Thesis, but practical).

Create a working software application to run the Utomik gaming platform on OSX (Which is currently for Windows only). This required me to solve problems by delving deep into the possibilities/limitations of OSX. Used technologies include C/C++/C# and required acquiring knowledge of assembly.

ENGINE SOFTWARE, THE NETHERLANDS, DOETINCHEM

09/2015 – 02/2016
As an intern I have worked on a game called Proun+. It is a 3D game for the iOS and 3DS. I ported this game to the Android platform during my internship.

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I have also maintained the iOS version and created a new version for the Apple TV (Which is similar to iOS).

Tools I used included Ogre, Open Dynamics Engine, Java Native Interface (C++ to Java), Make (for building libraries) and various small tools and frameworks.

CASTEGAMING, GAMING SERVER, EU
02/2011 – 06/2013
Public community server hosting multiple games.

During my time as server administrator I learned a broad aspect of skills including advertisement, community- and server management (Networking, Linux, CentOS). Doing this required other highly underestimated abilities; Patience and persistence.

EDUCATION

HOGESCHOOL VAN ARNHEM EN NIJMEGEN
BACHELOR'S DEGREE IN COMPUTER SCIENCE
08/2012 – 11/2016
During my education I have learned how to create games in the Unreal Engine 3 as well as how to create high-performance network applications (Low-level TCP/IP knowledge). Furthermore, I gained experience designing distributed object-oriented applications. (Java)

During my Minor in mobile application development I gained experience with Apple's new Language Swift and acquired further knowledge about creating android apps.

PROFFESIONAL SKILLS
During my bachelor's degree, 30% of the score was determined by a person's professional skills result. The main three topics where Communication, Planning and Collaborate.
Due to the relatively big focus on these topics, I have gained proficiency in various non-programming topics such as teamwork, problem solving and setting targets.