

Curriculum Vitae

Name Bas Hoogeboom
Date of birth 29 - 06 - 1995
Nationality Dutch
Adress Oude Haagweg 485-1, 2552GE, 's-Gravenhage, The Netherlands
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Academic career

2015 - 2017

Game and Media Technology Master's programme, Utrecht
Master's degree - Game and Media Technology
Did not finish Master Thesis. Finished all courses with Cum Laude grades.

2012 - 2015

Game Technology (Computer Science) Bachelor's programme, Utrecht
Bachelor's degree - Computer Science

2011

Cambridge Advanced English | Cambridge Advanced Certificate of English
CEFR level C1 certification

2006 - 2012

Stedelijk Gymnasium Leiden, Secondary school, Leiden
VWO (Gymnasium) diploma

Extracurricular activities

2013 - present

Game jams
Participation in numerous game jams: Global Game Jam, Summer Game Dev, and game jams organised by Study association Sticky

2015 - 2016

Study association Sticky
Chairman
Member of the Dutch Game Development and Research Club, CommIT, Sports, Computer science symposium, and Advisory committees

2015

University introduction week
Supermentor

2014 - 2015

Study association Sticky

Member of the BaCo, SICK, and Advisory committees

2013 - 2014

University introduction week

Mentor

2011

International Mathematical Olympiad

Participant, through to national finals

Awards

2020

Global Game Jam

Best game in Amsterdam

2019

Global Game Jam

Best game in Enschede

2018

Global Game Jam

Audience favourite in Utrecht

2017

Summer Game Dev

Best game

Work experience

2019 - 2020

Mobile game developer, Self employed

Working on mobile games releasing on Android

2017 - 2019

Game developer, Sparkling Society

Responsibilities:

- Implementing new game features in new and old city-builder games, both front-end and back-end
- Presenting progress reports and discussing state of products

- Brainstorming, designing and discussing features with product owners, artists and other developers
- Bug fixing

Tools and techniques:

- C#, Javascript, Rider, Visual Studio, Unity, Scrum, MySQL Workbench

2015 - 2016

Chairman, Study association Sticky

Responsibilities:

- Leading board meetings
- Leading association meetings
- Creating hospitable environment
- Damage control

2013 - 2017

Teaching assistant, Utrecht University

Courses: Gameprogrammeren, Databases, Webdesign, Functioneel programmeren, Kunsmatige intelligentie, Interactie Technologie, Modelleren en Systeemontwikkeling, Optimalisering en Complexiteit, Data-analyse en Retrieval, Mobiel programmeren U-Talent (JCU)

Responsibilities:

- Guiding students with assignments and answering any questions regarding the course
- Grading student assignments
- Discussing course specifics with the teacher

2011 - 2012

C1000, Leiderdorp

General employee

Proficiencies

Languages

Dutch	Native level
English	Near-native level
Japanese	Slightly experienced

Computer science

Experience in:

Object-oriented programming, Functional programming, C#, C++, Ruby, Haskell, HTML, CSS, Javascript, XNA, Unity, Unreal Engine, Blender, FL Studio, SVN, GIT

Traits

Creative, Communicative, Friendly, Hardworking, Reliable