

Curriculum Vitae

Personal Information

Name	Daniel Wustenhoff
Nationality	Dutch (Nederlandse)
Languages	Dutch (Native), English (Fluent)
Areas of Interest	High performance Programming

Companies

2012 – 2013

Ubisoft – Generalist Programmer
Rayman Legends
Montpellier, France
Game Programming

2009 – 2010

NHTV web development
made.nhtv.nl (back end)
Breda, Netherlands
Web development

2007 – 2008

www.pcpredict.net PCPred!ct
Fremont, CA
Programming help for demo

2006

www.east4.nl LePaCo
Duiven, Netherlands
Programmer custom applications

2004

Torenstad IT
Zutphen, Netherlands
Customer Support, System Administration

Education

2008 – 2014

NHTV University of applied sciences

made.nhtv.nl

Breda, Netherlands

International Game Architecture and Design

(Graduated)

2007 (2Q)

Technincal University Eindhoven

www.tue.nl

Eindhoven, Netherlands

Course C++ by dr.ir. I. Barosan

(Certificate)

2002 – 2006

ROC Rijn Ijssel

www.rijc.nl

Network / System Management

Realtime Systems

(Graduated)

Programming Knowledge

Advanced

- C, C++
 - Gameplay programming
 - Graphics (OpenGL, CG, Software Rasterizer, OpenCL Rasterizer)
 - Software architecture
 - Network (Win32, Linux)
 - Audio (FMOD, OpenAL)
 - Writing Cross-Platform Libraries
- GLSL, CG
- PHP
- MySQL, SQLite
- Linux Integration
 - Window / Input (X.org)
 - Renderer (OpenGL)
 - Networking
 - Audio

Basic

- Assembly
- Lua
- SSE / SIMD
- Java
- C#
- OpenCL / Cuda
- Console Development (PSP, PS3, WiiU, Xbox360)

Software Knowledge

Advanced

- SVN
- Perforce
- gDEBugger
- MS Visual Studio 2005/2008/2010/2012
- CodeLite (GC++ / MinGW)
- Windows XP / 7
- Ubuntu / Slackware / Arch

Basic

- Adobe Photoshop
- Autodesk Maya