

Ron van Essen

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The Netherlands

Personal information

I'm currently enrolled in the International Game Architecture and Design programme as a game programmer. I'm interested in graphics, and engine programming, and I would like to become a graphics programmer.

Experiences

Vulkan renderer

2016 - Present

In my free time, to learn more about graphics programming/ modern graphics API's, I have been working on a Vulkan renderer.

Showcasing our VR diving simulator, Festival Della Scienza, Genoa, Italy.

2016

From the 1st tot the 2nd of November in 2016, we had a stand on the Festival Della Scienza showcasing our diving simulator.

Working on Einar in a 30+ team.

2016 - Present

I'm currently working on a game with a team of 30+ students from multiple departments (Programming, Art, Design, Audio). This has been worked on for half a year, and will be continued to be worked on this year. This has helped me experience what is like working on a big team, and on a big project.

Education

International Game Architecture and Design, NHTV, Breda, The Netherlands

2014 - Present

- Specialised in Game Programming (C++)

Secondary school (HAVO), De Lage Waard, Papendrecht, The Netherlands

2009 - 2014

Skills & Abilities

Programming Languages

- C++ (2 years, intermediate)
- C# (2 years, novice)
- GLSL (1 year, beginner)

APIs

- OpenGL, Vulkan

Software

- Unreal Engine 4, Unity, Visual Studio, RenderDoc, Git, Perforce, SVN

Languages

- Dutch (native language)
- English