

Jochem Beltman

Game Developer



28 August 1996



Almere, Netherlands



Dutch



Please request via email



www.jochembeltman.com



www.linkedin.com/in/JochemRGB



joachim.bizzman@gmail.com

About me

I am a game programmer mainly specializing in C++ and C# with an interest in audio and computer graphics. As such I also have experience with DX12 and OpenGL. While I love to program in general, I always preferred working on video games over anything else and am very experienced with Unity. I have in depth knowledge of game development in general, also being able to do game design and rudimentary audio design. Within the context of games I am very much a creative generalist specializing in programming. I have lots of experience as a team player, am communicative and a flexible and independent worker who also knows his way around SCRUM. I recently graduated as a Bachelor of science at BUAS.

Skills

C++20 programming

C# programming

SCRUM

Game development

VR development

AR Hololens development

Design thinking

Creative Business management

Education

| | | |
|-----------|---|---------------------|
| 2018-2022 | Interactive Games Architecture and Design at BUAS Breda University of Applied Sciences, former NHTV Major in Science, Minor in Entrepreneurship | Bachelor Diploma |
| 2020-2020 | Interactive Ray Tracing course by Jacco Bikker | 1 week crash course |
| 2014-2018 | MBO4 Game Developments at Media College Amsterdam | Diploma |
| 2013-2014 | Havo at OSG De Meergronden | High school |
| 2009-2013 | Vmbo-TL at OSG De Meergronden | High school Diploma |

Experience

2017 - 2018 NLR (Dutch Aerospace Laboratory) programming intern
Working on various applied games in AR and VR, as well as a VR flight simulator for the education of pilots.

Software

Visual Studio

Unity Engine

Unreal Engine

Perforce

GIT

JIRA + Codecasts

Cmake

Programming Languages

C++

C#

GLSL

CUDA

OptiX 7

OpenGL

Rust

Spoken Languages

| | | |
|---------|----------------|--------------------|
| Dutch | Native speaker | Speaking & writing |
| English | Fluent | Speaking & writing |

Interests

I obviously enjoy playing games. Some favorites are fighting games, (J)RPGs, Rhythm games, adventure games and many many more. I don't have a specific favorite genre, but some of my favorite games are Monster Hunter 4U, Rayman 2, Xenoblade Chronicles and Hollow Knight.

I am also a violinist and have been playing for many years while picking up other instruments along the way. I love playing weird, obscure and eccentric instruments from all around the world. I have also released an album on Spotify with my band.

On top of that I am enthusiastic about astronomy and often spend my free time reading about whatever new research has recently been published.

Lastly I enjoy programming in general, and doubly so in the context of video games. In recent years I also developed an interest in graphics programming, which I find extremely engaging and very challenging. If you are curious about my work, please visit my portfolio website linked at the top of this document.