Kay Goossen
Software developer

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http://kaygoossen.wixsite.com/
portfolio/projects

Profile

A software developer with a strong interest in projects requires analytical thinking and working together with a team. I have experience with rendering, simulation, gaming and computer vision, but I am always eager to learn more.

Education

Informatica
2012 - 2016

Minor: Embedded Vision
2015 - 2016

Jobs

C++ developer
Embedded systems
2017 - 2017

C++ & OpenGL developer
Forensic software & serious games
2016 - 2017

C++ & OpenGL developer
Graduation internship
2016 - 2016

Unity3D developer
Internship
2014 – 2015

Language

Dutch: ● ● ● ● ●

English: ● ● ● ● ○

Coding Skill

C++: ● ● ● ● ●

C: ● ● ○ ○ ○

C#: ● ● ● ● ●

Java: ● ● ● ○ ○

Unity: ● ● ● ● ●

DirectX: ● ● ○ ○ ○

OpenGL: ● ● ● ● ○

MATLAB: ● ○ ○ ○ ○
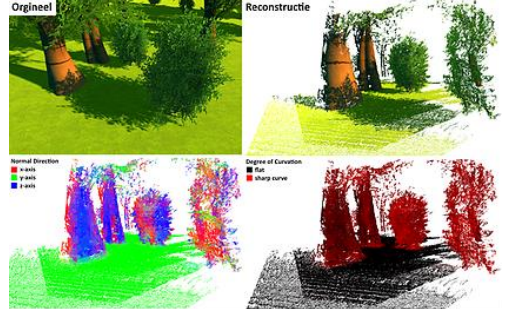
Python: ● ● ○ ○ ○

	C++ Developer
TOPIC EMBEDDED SYSTEMS	Embedded software
	May 2017 – June 2017

Languages & Tools
- C++
- C
- Python

Challenges
- Working with a pre-existing code base
- Learning about embedded software development

	C++ & OpenGL Developer
DELFT TECH	Forensic software
	2016 - 2017

Languages & Tools
- C++
- OpenGL
- WinForms

Challenges
- Rendering many gigabytes of data for a real-time application
- Determen the height of suspects
- Multi-threaded programming
- Optimalisation

	Game Jams
GLOBAL GAME JAM	2014 - now

Languages & tools
- Unity3D
- C#

Challenges
- Quick prototyping
- Prioritizing tasks
- Collaboration and communication

C++ & OpenGL developer
Graduation internship
2016 - 2016

Languages & Tools
- C++
- OpenGL

Challenges
- 3D reconstruction from 2D video
- Compute shaders
- No prior experience or knowledge of OpenGL and 3D reconstruction methods
- Use of scientific articles
- Improvised solutions

Unity & C# developer
Internship
2015 - 2016

Languages & Tools
- C#
- Unity

Challenges
- Online multiplayer
- Random level generation
- Saving & Loading of the game
- Player analytics
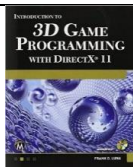
	3D Gaming Programming with DirectX 11
	Reading an educational book
	2016

A book about the mathematics and algorithms behind 3D rendering.

Languages & tools
- C++
- DirectX

	Minor: Embedded Vision
HAN	2015 - 2016

A minor about extracting data from camera images

Languages & tools
- C++
- C
- OpenCV
- MATLAB

	Informatica
Hogeschool van Amsterdam	2012 - 2016

Bachelor of Informatics
Specialization: Game Technology

Languages & tools
- C++
- C#
- Java
- Unity3D
- XNA
- MySQL
- Phonegap
- Irrlicht engine
- Cyclone Physics Engine
- ActionScript

Information about the projects I have worked on can be found at:
http://kaygoossen.wixsite.com/portfolio/projects