

Niels P. Wouters

Graphics Programmer

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Education

Bachelor International Game Architecture and Design	2011 – 2016
<i>NHTV, Breda University of applied sciences</i>	<i>Breda, The Netherlands</i>
Current average grade (8.6 / 10)	
<i>Specialisation topic:</i> Path-Tracing on the PS4™	
<i>Relevant courses:</i> Graphics, hardware, console and gameplay programming	
Higher General Secondary Education (HAVO)	2002 – 2009
<i>Stansilacollege</i>	<i>Delft, The Netherlands</i>
<i>Relevant courses:</i> English, mathematics, physics and IT	

Work Experience

Software developer	Jan. 2015 – present
<i>Futo Ltd.</i>	<i>Contractor</i>
<i>Responsibilities:</i> Create a library based on classical mathematical formulae	
Amusement park assistant	Apr. 2010 – Oct. 2010
<i>Familiepark Drievliet B.V.</i>	<i>Den Haag, The Netherlands</i>
<i>Responsibilities:</i> Operate rides, guide visitors and assist with cleaning the park	

Skills

Languages	Dutch	<i>Native proficiency</i>
	English	<i>Professional working proficiency</i>
Programming-languages	C++	<i>Professional proficiency</i>
	C89	<i>Intermediate proficiency</i>
	C#	<i>Intermediate proficiency</i>
Shading	HLSL, GLSL, PSSL	
Engines	Horde3D, Unreal Engine 4, Unity3D	
APIs	OpenGL, DirectX 11, GNM, GNMX, FMOD	
Tools	Visual Studio, SVN, gDEDebugger, Razor, Photoshop, Maya	

Interests

Sports	As well as enjoy watching sports I generally run outdoors three times a week
Drums	Currently taking weekly lessons. Favourite beat: 7/8
Chess	During my spare time I love to play a game of chess online as well as with friends
Juggling	As a teenager I developed this skill and I still maintain it. Favourite tool: Diabolo