

# Niels P. Wouters

Graphics Programmer

www.nielswouters.com ♦ n.p.wouters@icloud.com

## Work Experience

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<b>Graphics Programmer</b> <i>Hangar 13</i> <u>Responsibilities:</u> Programmer in the core graphics team	July 2020 - Present <i>Brno, Czech Republic</i>
<b>Junior Graphics Programmer</b> <i>Hangar 13</i> <u>Responsibilities:</u> Programmer in the core graphics team	May 2019 - June 2020 <i>Brno, Czech Republic</i>
<b>Graphics Programmer Intern</b> <i>Confetti Interactive, inc.</i> <u>Responsibilities:</u> Programmer in the core graphics team	2015 Oct. - Mar. 2016 <i>Encinitas CA, USA</i>
<b>Software developer</b> <i>Futo Ltd.</i> <u>Responsibilities:</u> Create a library based on classical mathematical formulae	Jan. 2015 - Sep. 2015 <i>Contractor</i>

## Education

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<b>Bachelor International Game Architecture and Design</b> <i>NHTV, Breda University of applied sciences</i> Average grade (8.7 / 10) <u>Graduation topic:</u> Atmospheric scattering <u>Specialisation topic:</u> Path-Tracing on the PS4™ <u>Relevant courses:</u> Graphics, hardware, console and gameplay programming	2011 - 2018 <i>Breda, The Netherlands</i>
<b>Higher General Secondary Education (HAVO)</b> <i>Stansilacollege</i> <u>Relevant courses:</u> English, mathematics, physics and IT	2002 - 2009 <i>Delft, The Netherlands</i>

## Skills

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<b>Languages</b>	Dutch English	<i>Native proficiency</i> <i>Professional working proficiency</i>
<b>Programming -languages</b>	C C++ C#	<i>Professional proficiency</i> <i>Professional proficiency</i> <i>Professional proficiency</i>
<b>APIs</b>	DirectX12, DirectX 11, Vulkan, OpenGL, GNM, GNMX	
<b>Shading</b>	HLSL, GLSL, PSSL	
<b>Tools</b>	Visual Studio, SVN, Git, P4V, RenderDoc, Razor for PS4 and PS5, Microsoft PIX	

## Interests

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<b>Sports</b>	I am an enthusiastic amateur cyclist, climber and runner
<b>Chess</b>	During my spare time I love to play a game of chess online as well as with friends