

# Résumé

## Contact Information

Name: Roy Alexander Triesscheijn  
E-mail address: [roy-t@hotmail.com](mailto:roy-t@hotmail.com)  
Place of birth: Leiderdorp, the Netherlands  
Date of birth: the 2<sup>nd</sup> of January 1988

## Jobs

2014-present Developer and scrum master at SilverFit, using computer vision techniques to aid rehabilitation via physical therapy. Also responsible for overseeing the development of the 'Compact' product, including software and hardware design, as well as gathering customer feedback.

2013-2014 Secretary of the Board of the Utrecht Student Basketball Federation.  
2013 Intern at Abbey Games researching and implementing hot-reloading techniques for their next-gen game engine in order to reduce iteration time for artists, designers and engineers.

2009-2012 System administrator and programmer serious games at Science LinX (part of the Rijksuniversiteit Groningen). Responsible for 20+ science exhibits, and part of small team (of designers, technical advisors and programmers) developing serious games.

2011 Intern at Nixxes Software. Writing tooling to analyze dependencies of materials and shaders in the content pipeline of Crystal Dynamics' Tomb Raider reboot.

2010 Programmer for game Hollandia which won a Dutch Game Award. Designing and writing a new engine which supported 2D graphics and parallax scrolling, integrating an external physics library, and writing a content pipeline to process assets.

2007-2008 Technical service desk employee at [www.metjelaptonline.nl](http://www.metjelaptonline.nl) and free-lance programmer.

2006-2007 System administrator and database developer at Salida jeugd crisisopvangcentrum. Writing a database program which allowed the company to digitalize their paper administration.

2005-2007 Self employed under the name "Roy lost het op" (Roy fixes it) solving diverse cases of computer hardware and software problems.

2006 Programmer for [www.Fotograaf.nl](http://www.Fotograaf.nl) working on a program that automatically sorts photos in the correct folders.

2006 Tutor at a web development course for employees of Restantenplein.nl

## Familiar technologies

- C#, the .NET framework, and the Visual Studio IDE series
- C++, CMake
- Java, Maven
- SVN, Git and Mercurial
- The DirectX and OpenGL API and their corresponding shading languages HLSL and GLSL

## Education

2012-2014	Msc. Computer Science (Game & Media Technology), Utrecht University Thesis: Navigation Meshes <i>Graduated Cum Laude</i>
2008-2012	Bsc. Computing Science, Rijksuniversiteit Groningen Thesis: Upper Sets in Partially Ordered Sets
2005-2007	Atheneum (high school), economics & society with extra classes in computer science and management, at the Assink Lyceum in Haaksbergen (OV) Final project: Successful software marketing
2000-2005	Havo (high school) economics & society with extra classes in computer science at the Assink Lyceum in Haaksbergen (OV) Final project: Programmeren en marketen van een game. (in Dutch)

## Languages

Dutch:	Native speaker
English:	Proficient

## References

MBA. J. (Joris) Wiersinga, co-founder of Silverfit, [joris@silverfit.nl](mailto:joris@silverfit.nl)  
MBA. M. (Maaïke) Dekkers-Duijts, co-founder of Silverfit, [maaïke@silverfit.nl](mailto:maaïke@silverfit.nl)  
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## Other information

- I keep a technology related blog at [www.roy-t.nl](http://www.roy-t.nl) on which I frequently post tutorials. I also publish tutorials on other websites and I've won a few prizes doing so.
- Throughout my studies I've seated in several committees of student unions where I have performed duties as chairman, secretary, and editor-in-chief.
- I play a decent game of basketball, I am a certified referee and I give trainings.
- I'm in possession of a driver's license (B-license).