

HIELKE MORSINK

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Citizenship	Dutch	Website	https://www.broxzier.com/

I'm a **Game programmer**, with interests in software architectures, game design, user interface design, automation.

EDUCATION

2013 – 2017	NHTV Breda University of Applied Sciences, Game Programming <i>Programming, Ludology, Game Design, Production, Teamwork</i>
2009 – 2013	ROC A12 Ede, Application Developer (Game) <i>Game design, Programming, Photoshop, 3D modelling, Texturing</i>

WORK EXPERIENCE

Game Programmer

Codeglue

September 2016 – January 2017 (5 months) | Rotterdam, Netherlands



My main task at CodeGlue was to port a Windows game, called Rocket Riot, to Android. The game is written in C++ and uses DirectX, which does not natively run on Android. By the end of my internship, the full game was running on Android successfully.

Simulation Engineer

Philips Lighting

June 2016 – August 2016 (3 months) | Eindhoven, Netherlands



During the summer holiday between my third and fourth year at IGAD, I was invited for a summer scholarship at Philips Lighting, to create a simulation program for them to test new innovations in a virtual world. Along with the simulation program, I made a web interface to display the street light locations and control them inside the simulation from there.

Web Application Developer

Planviewer

February 2013 – September 2013 (8 months) | Arnhem, Netherlands



At Planviewer I mostly helped by improving their webapplication by fixing bugs and bringing new features to it, such as printing the maps to PDF file. Later, I started creating a new web application for them that could load 2D map data and turn it into 3D buildings.

LANGUAGE

Dutch	First language
English	Fluent in speaking, reading and writing

SKILLS

- **Programming and scripting** (C, C++, C#, PHP, JavaScript, HTML, Java, SQL, and more), willing to learn new ones
- **Software Architecture**
- **Game Design**
- **Web Development**
- **Game Terminology**