

Personal

Name: Frank van Waddingen
E-mail: f.vanwaddingen@gmail.com
Date of birth: 10/07/1994
Nationality: Dutch

Education

2015-2016	Higher applied education, HBO, IGAD Programming	NHTV Breda
2011-2015	Tertiary applied education, MBO, Game Development	Mediacollege
2008-2011	Secondary professional education - VMBO	OSG West-Fries.

Experience

2016 - current	Force Field VR Function: Game Programmer Work: Client-facing programming. Working in a team of 30-60 to create a VR mobile title. Full/part-time: Full-time
2015 - 2015 (6 months)	Base Games (internship) Function: Game Programmer Work: Client-facing programming. Creating shaders, project structure, working together with artists to create the perfect image. Full/part-time: Full-time
2014 - 2014 (6 months)	Tengu Games (internship) Function: Game Programmer Work: Full client-side programming responsibilities. Developing engine, project structure, tools, graphical, choosing technologies, etc. Full/part-time: Full-time
2013 - 2014 (6 months)	Angry Engineers Entertainment Function: Game Programmer Work: Programming functionality regarding character creation, movement, customization, and networking. Full/part-time: Full-time

Languages

Dutch
English

Native
Fluent
