

Michiel Kurstjens

// Software Engineer

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Currently Looking to join a team that shares my interests, where members work towards a common goal in an environment that enables development teams to be effective through autonomy.

Interested in C++, Python, CI/CD, DevOps, Agile, Scrum, TDD and other XP practices

Experience **ASML**, Veldhoven 04/2018 - current
Software Engineer

Working at ASML gave me an entirely new perspective on SW development. I discovered the benefits of automated testing and continuous integration, and developed a habit for TDD. Developing daily in a GNU/Linux environment made me fall in love the power of CLI tools. I started paying attention to the development process and learned that it is valuable to push for continuous improvements in the way we work.

C/C++, Python, Jenkins, gtest/gmock, Robotframework, GNU/Linux, Git

Force Field VR, Amsterdam 01/2017 - 06/2017
Tech Intern

At Force Field I was responsible for implementing event-driven gameplay code for Pet Lab. Taken the lessons learned from my previous internship, I continued to improve object-oriented code design skills. By being part of a team that was matured in and experienced with working with the Scrum framework, I learned also how useful that can be.

C++, Scrum, Unreal Engine 4, Perforce

Codeglue, Rotterdam 08/2016 - 01/2017
Game Programming Intern

At Codeglue I was responsible for debugging and fixing issues in Terraria (3DS) and implementing the code for new GUIs for Castaway Paradise I gained confidence in my work by finally comparing my own skills and progress as a student with professionals within the game industry. This internship taught me to become aware of and think critically of how I organize my code.

C++, C#, Unity3D, SVN

Education **International Game Architecture & Design**, NHTV Breda 2012 - 2017
Bachelor of Science

C++, multi-threading and optimizations, 3D computer graphics, 3D game physics

Other

Languages Native in Dutch
Fluent in English

Events I joined the Global Game Jam three times (Hackathon for game development).

Personal Interests and Hobbies

I love doing bouldering (climbing) as sport. I'm also a fan of all kinds of music and practice DJ'ing on vinyl in my spare time. I like consuming books, blogs and videos related to SW development, always looking for useful practices and tooling to apply in my own work.