
Personal Data:

Name: Bart Aansorgh
Address: Duim 50
6641 RC Beuningen
The Netherlands
Phone: 06-23080647
E-mail: bart@aansorgh.com
Born: Nijmegen, 18 March 1992
Marital status: Single

Work experience:

Programming Intern Team6 game studios – *March 2019 – Juli 2019*

Technical Service Desk Employee - *November 2011 – February 2012*
Bosch Communications Centre

Photography for Peter Aansorgh Producties – *2006 - present*

Education:

- **Deep Learning** – Coursera course 2018
5 certificates on deep learning and neural networks.
 - **Bachelor Creative Media and Game Technologies**,
NHTV Breda, The Netherlands
2012-2014, 2016 – 2019
Programming specialization
 - **VWO, Atheneum (with diploma)**
Mondial College 2004 - 2011
Subjects: Dutch, English, French, Mathematics (A), Physics, Chemistry, ANW,
Social Studies, BSM, CKV, PE
 - o Exam project on educational games.
-

Languages

- Dutch (fluent)

- English (fluent)

Technical Skills

Programming & scripting languages:

- C++
- C#
- Blueprints (UE4)
- Unity
- Basic, Python
- Sketches (Arduino)
- Arduino

Software & Environments

- Unreal engine 4
- Unity
- Visual studio
- Oculus Rift Devkit 1
- Perforce
- SVN

Projects:

- Unreleased Project – team6 game studios (2019)
- To The Core, Ai programmer (2017-2018)
- Machine Learning FPS arena (2018)
- Thrasher, racing game in unreal using a custom Arduino controller. (2017)
- Moba engine, gameplay programmer (2017)
- Fps Engine, graphics programmer (2016)
- Ray Tracer (2014)
- Lumis (2013, using Oculus devkit 1)
- Specularis, (2013)
- 10 BPM (2013, global gamejam)

Hobbies and Interests

Music: I play the electric guitar and keyboard/piano. I have played in several bands. I also enjoy building guitars.

Dungeons and Dragons: I regularly play D&D with friends, where I am the dungeon master of a campaign.

Games: I love playing games. Especially together with friends. I have played World of Warcraft for years, where I have been a guild master and raid leader for years.