

Nerbert Fekkes

Game Programmer

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Experience

Game Programmer, Virtual Fairground – 2009-2011

Worked on the core technology for social/virtual world 'Club Galactik' which can be used to create other virtual worlds. Data-driven featuring: Fast path planning, 3D avatars; Dynamic music and sound effects; Lightmaps; In-game room/world editor; Scripting engine for dynamic content; Fast and easy to use content editor to create quests, scripts and conversations; Flash IDE plugin tool-chain to create access-maps and placement of game-objects.

Game Programmer, Spellborn – 2007-2009

Continued working on the MMORPG 'The Chronicles of Spellborn' after I graduated. Working on a wide range of features, among which the combat, mini-games, user interface and larger overall game features.

Game Programmer, Khaeon Games – 2006-2007

Working on the MMORPG 'The Chronicles of Spellborn' and did my graduation in 2007 at this company.

Game Programmer, Engine Software – 2005-2006

Started as an intern and continued work after half a year as part-time programmer. Worked on various titles for the Nintendo DS, among which a prototype for 'Counter Punch 2' and GoPets Vacation Island, released in the Spring of 2007 by Konami.

Web Developer, Company Warehouse – 2002-2003

Creating web applications for chatting and content management of various websites.

Software Developer, DataCase – 2000-2002

Working on different projects like websites for an online casino, creating everything from the website till the games that can be played and other web applications (Java) like online surveys and report applications for statistics.

Education

B.S., Software Engineering – 2003-2007

NHL University, University of Applied Sciences
Leeuwarden, The Netherlands

MBO, Technische Informatica – 1998-2000

Friesland College
Leeuwarden, The Netherlands

MAVO – 1994-1998

Simon Vestdijk
Harlingen, The Netherlands

Knowledge

Computer (Languages)

C/C++, STL, C#, AS3, Java, Object Pascal (Delphi), PHP, Max Script, Unreal Script and knowledge of design techniques such as UML

Applications

Visual Studio, Adobe Photoshop, 3D Studio Max, Eclipse, SVN, Metrowerks CodeWarrior

Languages

Dutch (native), English (fluent), Chinese (learning)

Other

Enjoy solving problems, Non-smoker, Fast learner.

Hobbies

Origami

Creating complex figures from a single sheet of paper.

Learning Mandarin Chinese

Expanding my language skills by learning one of the largest spoken languages out there.

Programming on the Nintendo DS and GameBoy Advance

Exploring the possibilities of the handheld consoles. With this knowledge I was able to assist in the creation of a student game called 'MetalWings', a 2D vertical shoot-em-up game on the GameBoy Advance.

Video- & Board Games

Besides making games, playing them has always been a passion.
Gaming