

Personal information



Name: Yonathan Klijnsma

Born: January 27th, 1991, The Hague, The Netherlands

Nationality: Dutch

Residence: Capelle aan den IJssel, The Netherlands

Languages: Dutch (native), English (fluently)

Areas of interest: Tool Development, Engine Programming

Companies I have worked for

2010 - Present

- Instituut Het Centrum -
- www.hetcentrum.net
- Rotterdam, The Netherlands
- Volunteering Robotics and Programming Teacher

2010

- Jeugdvakantieland -
- www.jeugdvakantieland.nl
- Rotterdam, The Netherlands
- Volunteering Robotics and Programming Teacher

2009

- CConcept Design -
- www.cconceptdesign.com
- The Hague, The Netherlands
- Designer and IT Consultant

2008 - 2010

- Robotics at "Cosmicus" College -
- www.cosmicuscollege.nl
- Rotterdam, The Netherlands
- Volunteering Robotics and Programming Teacher

2006 - 2009

- Albert Heijn B.V. -
- www.ah.nl
- Zaandam, The Netherlands
- General Supermarket Employee

Educational Paths I took

2009 - Present

- NHTV University of applied sciences - Breda,
- The Netherlands

- International Game Architecture and Design

- 3rd Year Student

2003 - 2009

- Krimpenerwaard College - Krimpen aan den IJssel,
- The Netherlands

- HAVO (NT)

- Graduated

Programming Knowledge

Advanced

- C++
 - Object Oriented Architecture
 - Graphical programming
 - Software Rasterization
 - Raytracing
 - Pathtracing
 - OpenGL
 - DirectX
 - Gameplay programming
 - Network programming
 - RakNET
 - WinSock
 - Physics
 - Multithreading
 - Optimization
 - SIMD
 - SSE

Intermediate

- C#
- GLSL
- x86 Assembly
- HTML/CSS
- PHP
- SQL

Basic

- HLSL
- CG

Familiar with

- XNA
- Ogre3D
- FMOD
- Box2D
- SDL
- STL
- Windows API

Software Knowledge

Advanced

- Windows
 - XP
 - Vista
 - 7
- Microsoft Visual Studio
 - 2003
 - 2005
 - 2008
 - 2010
- Adobe Photoshop
- Microsoft Office
- Subversion (SVN)

Intermediate

- Adobe Flash

Basic

- Autodesk Maya

- Adobe InDesign
- Adobe DreamWeaver