

Tom Rijnbeek

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<https://tomrijnbeek.nl>

tom@tomrijnbeek.nl

Education

Utrecht University, Utrecht, The Netherlands – Master of Computer Science; Game and Media Technology (GPA 4.00; Cum Laude), 2013-2015

Utrecht University, Utrecht, The Netherlands – Bachelor of Computer Science (GPA 4.00; Cum Laude), 2010-2013

Utrecht University, Utrecht, The Netherlands – Bachelor of Mathematics (GPA 4.00; Cum Laude), 2010-2013

CS Vincent van Gogh, Assen, The Netherlands – Grammar school (VWO), 2004-2010

Experience

SOFTWARE ENGINEER, GOOGLE – 2016-PRESENT

I started working as software engineer at Google in February 2016. The responsibilities as software engineer do not only involve implementation, but also design and architectural decisions. The project I work on has a high level of integration with other tools within Google, and force me to know about and switch between many different technologies.

Achievements: implementation tasks of high complexity; adoption of new programming languages and frameworks within weeks

WEB DEVELOPER, DOMINATING12.COM – 2012-PRESENT

Dominating12.com is a gaming website where people can play Risk. For several years I have worked as volunteer programmer and server administrator. Due to an outdated backend, I was hired together with a colleague to completely rewrite the backend and renew the frontend to integrate with it.

Achievements: Ubuntu server setup; high-performance backend built with the PHP framework Laravel; renewed frontend using HTML, SCSS, CoffeeScript.

GAMEPLAY PROGRAMMER, ROCHE FUSION – 2013-2015

In September 2013 I set up a game project with a fellow student. The game – *Roche Fusion* – was released on Steam on January 23 2015, and was met with overwhelmingly positive reception. In this project I am responsible for gameplay & audio programming, and I am involved in the decision making process.

Achievements: procedural gameplay; intelligent enemy behaviour; audio engine.

PROJECT LEADER, SOFTWARE PROJECT – 2012-2013

During my studies I was project leader for a software project, executed by a team consisting of nine people. The team was made up of two divisions, each with a separate team leader. My responsibilities included managing communication between the divisions and supervise the project, but I also acted as chairman for weekly meetings and was in charge of all communication with the client.

Achievements: efficient development cycle based on scrum; effective team hierarchy and collaboration between two independent teams; flexible software architecture to allow for complex intelligent agent behaviour.

TEACHING ASSISTANT COMPUTER SCIENCE, UTRECHT UNIVERSITY; UTRECHT, THE NETHERLANDS – 2011-2014

For several courses I have been teaching assistant. My responsibilities include explaining exercises, supporting students with making theoretical and practical assignments and grade these. I have been teaching assistant twice for the courses Game Programming, Databases, and Computer Graphics.

Skills

I have experience in a number of programming languages, including but not limited to Java, C#, JavaScript (in particular using Angular) and PHP. In case I have to use a new language, it takes little time to get acquainted with it.

I have also been involved in the design of larger software applications and am able to apply design patterns and principles to projects of varying size.

I write and speak Dutch natively and I am proficient at writing and speaking English.

Competencies

- Analytical skills
- Results oriented
- Teamwork
- Adaptability
- Conceptual thinking