

CURRICULUM VITAE

Tycho Henzen

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PERSONAL DETAILS

PLACE AND DATE OF BIRTH: Brunssum, The Netherlands — 27 January 1992
ADDRESS: De Uitgang 13, 5531 NM, Bladel
PHONE: +316-40504654
EMAIL: TychoHenzen@Gmail.com

WORK EXPERIENCE

SEP 2014 - FEB 2015

Developer

TWNKLS augmented reality

My main responsibilities included working on their Yumble - Snap the family project.

In addition i was responsible for finalising the code of the platform that served as the basis of this project.

As this was an internship that served as part of my graduation it was important for the project to contain a significant degree of applied research. in light of this project that research included, among others, figuring out the requirements for the platform, aligning two different camera feeds, defining a better workflow when using asset bundles and creating a pathfinding algorithm based on Unity3D's Mecanim package.

JAN 2013 - JUN 2013

Lead programmer

Gray lake studios & Dreams of Danu

My main responsibilities included working on their main project Gust, as well as a free choice project in light of my internship.

For the gust project I was involved in the majority of the code, as I was the only software engineer working on the project at the time.

For the internship project I created a package which allows developers to create a multi-field artificial intelligence. This involved combining state machines, behavior trees and reinforcement learning into a single package.

EDUCATION

2010 - 2015: ICT/software engineering <i>Fontys UASc,</i> Eindhoven	This education has been difficult at times, which was mainly caused by courses that addressed my weaknesses such as management and design-related courses.
2009 - 2010: Bachelor IT <i>University of Technology,</i> Eindhoven	This education was not finished successfully since the math/logic courses were too difficult for me at the time.
2008 - 2009: VWO <i>Rythovius college,</i> Eersel	The final year of my high school education was finished on a different school, since I moved to Bladel in early 2007.
2003 - 2008: VWO <i>Grotius college,</i> Heerlen	My fascination for coding and software started here. I made every possible choice to do absolute sciences when possible. (Biology, chemistry, physics and maths were my main courses)

EXTRACURRICULAR COURSES

2011: OpenGL/C++ <i>Fontys UASc,</i> Eindhoven	A short extracurricular course where we learned to use OpenGL in C++. The course was mainly attended by English-stream students who had learned to use C++ in their main curriculum. I was one of 4 people to finish the class. Final grade: 9.0
2010: Linear algebra <i>Fontys UASc,</i> Eindhoven	A short extracurricular course focusing on linear algebra. I had already learned the basics of linear algebra on the TU/e, however this time I actually understood what I was doing. I still had some trouble with it and created a demo project that was somewhat impractical, since i was trying to do CPU ray tracing, which is slow Final grade: 6.0
2008: English masters <i>Grotius college,</i> Heerlen	A high-school extracurricular course designed to test your English mastery. It was an optional English exam in at apprentice, intermediate and masters level. Final grade: masters(pass)

SKILLS

	LANGUAGES	Dutch (Native)	English (Fluent)
PROGRAMMING LANGUAGES		Java C++ CSS	C# HTML AS3
	FRAMEWORKS	Java EE OpenGL XNA	.NET DirectX Unity
	API'S	JSP Java beans Servlets	JSF Javadoc Unit tests
	CONCEPTS	OOP Networking	Agile development Software Lifecycle

HOBBIES

Programming	Games	Augmented reality
Game development	Demoscene	Audio/Visual synthesis
Japanese culture	Speed running	Audio/Visual recognition
Algorithms	Proof-of-concepts	Skiing
Artificial intelligence	Procedural content	Cellular automata