



# Tom Semeijn

C++/C# Programmer

Motivated

Curious

Reliable

Engaged

## About me

Hi! My name is Tom. I am passionate about programming and nature. I have professional experience working on medical software, websites, automation, applied games, and entertainment games.

## Portfolio

My full portfolio can be found on: [tomsemeijn.com](http://tomsemeijn.com).

## Personal info

The public version of this CV does not contain privacy-sensitive information. A full CV will be sent to companies I officially apply to.

## Contact



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[contact@tomsemeijn.com](mailto:contact@tomsemeijn.com)

## Skills

### Programming Languages

C++



C#



Lua



C



GDScript



AutoHotkey



Python



Powershell



Java



### Web Development

HTML/CSS/JS



SQL



PHP



TypeScript



ReactJS



LESS



### Game Engines

Unreal Engine 4&5



Unity



Godot



### SCRUM

Jira



Trello



Monday.com



### Continuous Integration

Jenkins



GitHub Actions



TeamCity



### Languages

Dutch: Native

English: Near-Native

## Featured Projects

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### Apps and Applied Games for Revalidation

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I worked on many apps and games in C# meant to train people with acquired brain damage to use coping strategies for their new disabilities.

### Text-to-Speech Tool with Azure

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Tool written in C++ to generate Text-to-Speech audio for a healthcare game.

### Cabinet of Curiosities

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Multidisciplinary custom engine project in C++ where I worked on gameplay, graphics, and tools.

## Work Experience

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### **Medical Software Developer** Artinis Medical Systems (2023 - present)

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Current

I worked on software for several medical/research devices using NIRS to non-invasively measure blood oxygenation. I quickly and effectively adapted to the various devices, tools, and ISO quality standards to create robust consumer software and internal tools.

Aside from existing projects, I was also entrusted to create a big prototype using a novel third-party technology. My colleagues describe me as a fast, communicative, and highly skilled worker.

### **Applied Game Development** Game Architect Studio (2022 - 2023)

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This internship, I worked on many different projects at the same time. They include five apps, two lines of games, a web-app, and a game prototype. Consistently switching projects has made me very a flexible and adaptable programmer.

My main projects were targeted towards revalidation of people with acquired brain damage.

### **Web-Development and automation for real-estate** nieuwbouwinschrijving.nl (2018 - 2019)

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I had the task of automating the acquisition and processing the information of people opting in to new construction projects. I improved the existing workflow within excel using VBA and then created a website that allows people to claim a home, manage their personal info, and generate PDF contracts. I learned to work in a multidisciplinary professional environment and to plan and maintain an iterative project.

## Volunteering

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### **Working with orphans and less-fortunate children in Ukraine** (2016 - 2018)

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Three times, I went to Ukraine with the [WALO foundation](#). We went to camps where the children were having their summer vacation with playing materials we had gathered to organize daily events to give those kids a happier summer.

I learned about teamwork and (intercultural) communication.

### **Animal Shelter** (2015 - 2016)

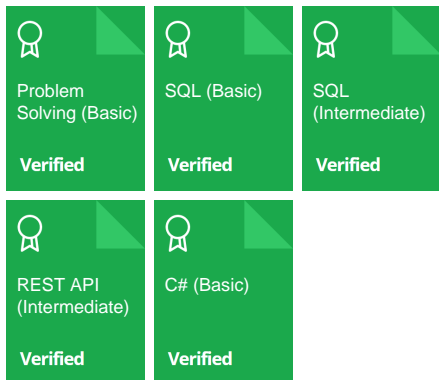
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I worked at an animal shelter ([Dierenasiel Almere](#)). I cleaned the cat and dog enclosures, the shop, and the meeting room and I took the dogs for walks.

I enjoyed my time working here and it taught me to take initiative to seek out new tasks after finishing my main ones.

## Hackerrank

[Hackerrank profile](#)



## Miscellaneous Tools Experience

Draw.io (UML, Flowchart, Sequence Diagram)

VR/AR Development

Microsoft Azure APIs

UWP & XAML (Universal Windows Platform)

Blender

Google Play Console

Jython (Python in Java)

MFC 14

MonoGame (XNA)

## Education

### Creative Media and Game Technologies Programming Track Breda University of Applied Sciences (2019 - 2023)

Cum Laude

In the programming track of the Creative Media and Games technologies course at Breda University of Applied Sciences (formerly known as NHTV), I greatly improved my programming skills, learned to work in multicultural and multidisciplinary teams, and gained a lot of experience with programming on a low-level in C++.

I also learned about SCRUM, source control, and CI/CD.

Projects I worked on while in university can be found on [this page](#) of my portfolio.

#### Relevant Grades:

- Graduation Grade: 10
- Total Average: 9.7
- *Note: I had the best cum laude diploma my study has ever given out.*

### Pre-University Education

#### Baken Trinitas Gymnasium (2010 - 2017)

I became interested in programming during my highschool years at Baken Trinitas Gymnasium in Almere.

You can see the projects I worked on during this time on [this page](#) of my portfolio.

#### Relevant Grades:

- English: 9.2
- Computer Science: 8.0
- Mathematics (scientific): 7.0
- Physics: 7.4
- Research Project Game Design and Development: 7.0