



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.

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



[linkedin.com/in/tom-semeijn](https://www.linkedin.com/in/tom-semeijn)



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

Apps and Applied Games for Revalidation



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

Text-to-Speech Tool with Azure



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

Cabinet of Curiosities



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

Work Experience

Freelance VR Game Engineer Gay Simulator (2023 - present)

Current

I work on many parts of this Unreal Engine 5 VR game, such as real-time speech recognition, Meta Quest 2 porting, graphics/shaders, tools, and gameplay. I've helped build the earliest demo's and I take on the most technically challenging tasks.

Medical Software Engineer Elekta (2024 - present)

Current

I work on software for treatment management in Brachy Therapy, where radioactive sources are lead through the body to irradiate tumors internally. The software is used to plan out where the needles and catheters will go and how long the radioactive material will stay in which positions. It touches many aspects such as medical imaging, dose calculations, client/server connections, database management, cybersecurity, etc.

Medical Software Developer Artinis Medical Systems (2023 - 2024)

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)

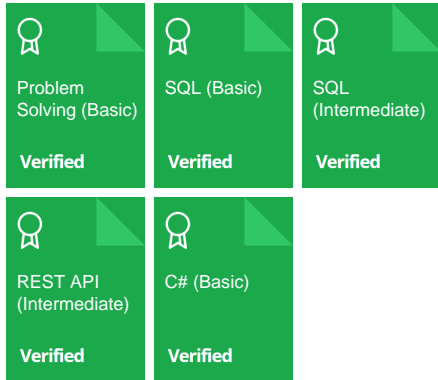
This internship, I worked on many different projects at the same time. They include five apps, two lines of games, a web-app, and a game prototype. Consistently switching projects has made me very a flexible and adaptable programmer. My main projects were targeted towards revalidation of people with acquired brain damage.

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

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.

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

Volunteering

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

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)

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.