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

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 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 healthcare game.

Cabinet of Curiosities

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

Work Experience

Medical Software Developer
Artinis Medical Systems (2023 - present)

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)

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 aqcuisition 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

Working with orhpans 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.
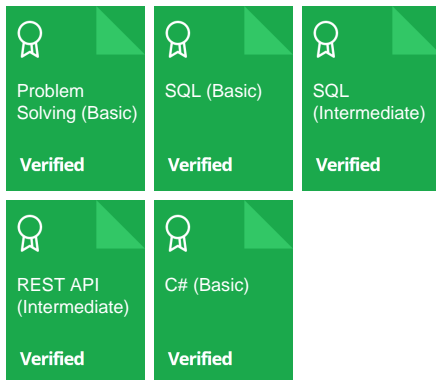I learned about teamwork and (intercultural) communication.

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.

Hackerrank

C language ★★★★★

C++ CPP ★★★★★

Java ★★★

Problem Solving ★★★★

Python ★★★

Sql ★★★★★

Problem Solving (Basic) — Verified

SQL (Basic) — Verified

SQL (Intermediate) — Verified

REST API (Intermediate) — Verified

C# (Basic) — Verified

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

Cum Laude

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

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