



# KASPER BOONSTRA

special case programmer

**I enjoy** working with other people; I love explaining my work and talking through the decisions I make. I like to work within teams, discussing problems and learning from one another.

**I am** inspired when I am confronted with a new problem that hasn't been tackled before. I enjoy to fully understand a problem and in doing so create a new and perfect solution.

**I love** developing new systems from the ground up, creating the engine and structure to be taking forward into production.

## PROJECTS

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now



**Mediamasters**  
2010 - 2017  
state synchronisation  
*simplicity and userfriendly*

**Warchild**  
2011 - 2016  
back end  
*working with law and limitations*

**Meldkamer**  
2016  
game architecture  
*efficiency and decisionmaking*

**Socarena**   
2014 - 2015  
multiplayer physics engine  
*integer based physics engine*

**Gridforce**  
2015  
engine dev  
*creating a physics engine simulating electricity*

**Greenem**  
2012 - 2013  
isometric engine  
*learning what makes a good engine*

**Volkswagen**  
2011  
game programmer  
*first serious game*

**Bejeweled**  
2010  
game programmer  
*proving myself as a professional*



2010

## I AM

...



allround



social



fast learning

## SKILLS

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git & svn	●●●●○	communication	●●●●○
unity	●●●○○	creativity	●●●○○
databases	●●●●○	perseverance	●●●●●
design patterns	●●●●○	problem solving	●●●●○
engine design	●●●●○	teampayer	●●●●○
bad codewriting	○○○○○	humor	●●●●●

## LANGUAGES

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javascript	C#	MySQL	PHP	java	python

## HOBBIES

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languages	table tennis	embedded programming

## CONTACT ME!

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