

# Tom Kemna

I am a bright gameplay programmer looking for a challenging internship at a studio that makes games I can be passionate about.

## Contact information



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[www.tomkemna.com](http://www.tomkemna.com)



<https://github.com/Tdead1>



<https://hackerrank.com/tomkemna>

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## Hobbies

I run an international gaming community (50+ people).

I love outdoor activities such as mountaineering and snowboarding.

I enjoy D&D and other tabletop games.

I have done stone and woodworking for 9 years.

## Technical Experience

C++ (11, 14, 17), Unreal, Perforce, Git, VR, Unity, C#, Godot, JIRA, Word and Excel, JavaScript, HTML/CSS, Rust. I speak 4 languages: English, Dutch (native), basic German and basic French.

## Shipped Games

### Bioside

Sci-fi FPS: <https://igad.itch.io/bioside>

### Shattered Lights

Full room-scale VR Horror:

<https://store.steampowered.com/app/1057720/>

## C++ Projects

Tiframe - C++ Framework

<https://github.com/Tdead1/Tiframe>

Other C++ code snippets

<https://github.com/Tdead1/CodeLibrary>

## Tech demos

VR Inverse Kinematics demo (UE4)

[https://github.com/Tdead1/Example\\_IK](https://github.com/Tdead1/Example_IK)

Multiplayer FPS demo (Godot)

<https://github.com/Tdead1/Networking-Godot>

## Game Jams

[Global Game Jam 2019](#), [Epic Mega Jam 2018](#), [Global Game Jam 2018](#)

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## Education

2016 – Expected 2020, Breda University

**Bachelor Creative Media and Game Technologies**

2010 – 2016, Lorentz Casimir Lyceum

**Pre-University Education**

2015, Self-Taught

**Cambridge Certificate of Proficiency in English (C2)**