



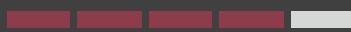
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Breda, 4817MV North Brabant

## SKILLS

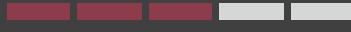
### RESTful APIs



### Object-oriented programming



### Spring framework



### Code debugging



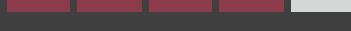
### Code reviews



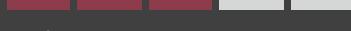
### Design patterns



### Game development fundamentals



### Cross-platform development



### Coding

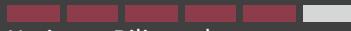


### Strong mathematical skills



## LANGUAGES

### Dutch



### Native or Bilingual



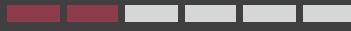
### English



### Native or Bilingual



### German



# HAN MEERHOLZ

Gameplay programmer

## PROFESSIONAL SUMMARY

Aspiring Game Developer with a background in programming. Demonstrated skill and collaboration as a Java Developer at the Justitiële Informatiedienst, reducing software bugs and achieving team goals while delivering high-quality code. Now putting those skills into game programming in C++ and Unreal Engine while also showing interest in technical and narrative design.

## WORK HISTORY

November 2022 - June 2023

### Justitiële Informatiedienst - Java Developer, Almelo

- Skilled at working independently and collaboratively in a team environment.
- Contributed to backend development using Java frameworks like Spring Boot, enhancing overall application performance.
- Reviewed code, debugged problems, and corrected issues.
- Reduced software bugs by conducting thorough unit testing and collaborating with QA teams.
- Worked with back-end developers to design APIs.
- Integrated APIs with Angular applications, enhancing data accessibility and functionality for end users.
- Deployed applications efficiently using CI/CD tools like Jenkins, streamlining release management processes across multiple environments.

July 2019 - August 2019

### VanDijk - Warehouse Worker, Kampen

- Loaded, unloaded, and moved material to and from storage and production areas.
- Achieved timely dispatch of orders using effective time management strategies during the picking process.
- Contributed to achieving team goals with consistent punctuality, reliability, and adherence to established performance standards.

## EDUCATION

Bachelor of Science, Creative Media And Game Technologies

### Breda University of Applied Sciences, Breda

Expected in June 2027

Bachelor of Science, Computing Science

### Rijksuniversiteit Groningen, Groningen

July 2022

Average Grade

Limited Working

French



Elementary

## PORTFOLIO

[hanmeerholz.github.io](https://hanmeerholz.github.io)

- **8.3** , Rijksuniversiteit Groningen, 2022 - **3.866** GPA Conversion

### Completed University-level Coursework

- Imperative Programming
- Advanced Object-Oriented Programming
- Linear Algebra and Multivariable Calculus
- Algorithms and Data Structures in C
- Computer Graphics
- Programming in C++
- Software Engineering

### Thesis Statement

- Towards Automated Theorem Proving in the CloG Proof System

High School Diploma

**Greijdanus College**, Zwolle

September 2019

- VWO (IB equivalent)

- **7.8** , Greijdanus, 2019 - **3.73** GPA Conversion

- Cambridge English Level 3 Certificate (C2, Grade A, 204 Overall Score)