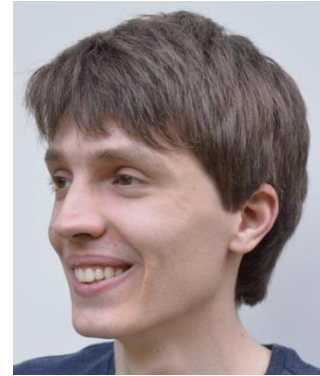


Personal data

Name: Peter Maandag
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The Netherlands
Phone: +316 22285924
Date of birth: 11th of July 1991
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Education

2003 - 2009 VWO degree, Gymnasium Apeldoorn
2009 – 2012 Bachelor Computer Science, Radboud Universiteit Nijmegen
2012 – 2014 Master Computer Science, Radboud Universiteit Nijmegen

Experience

(See my personal site and LinkedIn profile for more detailed info)

2015 – 2017 **Game programmer – Engine Software** **(current)**

Engine Software B.V., Doetinchem

- Porting Petroglyph's 8-bit series from Win32 to Xbox One and PlayStation 4
- Development of Terraria Otherworld
- Gained experience in a wide area of game development, such as game mechanics, network programming, UI, engine and tools modification, physics, AI and much more

2015 **Game programmer - Nayima**

(Oct - July)

Student project for LISAA – L'institut Supérieur des Arts Appliqués, Paris



- Lead programmer for this third-person puzzle/adventure game
- Unreal Engine 4
- Game mechanics and advanced engine features
- Technical support

2014 **Game programmer**

(Jan - July)

Mechamania B.V., Nijmegen

- Scripting physics for a virtual hovercraft simulator
- Investigate and implement camera dome projection
- UE4 communication interface via UDP
- Investigate and compare functionality of several game engines

2013 **Java programmer**

(July – Aug)

ISIS – FNWI via Campus Detachering, Nijmegen

- Responsible for implementing a professional looking questionnaire in Java that was used during the Open House of the Radboud University.

Publications

Stein Keijzers, Peter Maandag, Elena Marchiori and Ida Sprinkhuizen-Kuyper (2013). **Image Similarity Search using a Negative Selection Algorithm**. In: Pietro Liò, Orazio Miglino, Giuseppe Nicosia, Stefano Nolfi and Mario Pavone (eds.), [*Advances in Artificial Life, ECAL 2013, Proceedings of the Twelfth European Conference on the Synthesis and Simulation of Living Systems*](#), MIT Press, pp. 838-845.

ISBN 978-0-262-31709-2

Skills

Over the course of my career I've used countless different tools and programming languages. I've been trained and educated to quickly learn and understand to work with different APIs, tools and development environments. The following list is just an indication of technologies or tools I have most experience with or recently worked with, but not a representation of my complete skill set.

Best known:

C++, Java, C#, Lua, XML, Unreal Engine 4, Unity, Perforce, Git, Steam, Xbox One, Playstation 4

Also known:

Unigine, PHP, JavaScript, Android, SVN, ...

Languages:

Dutch, English

Personal Interests

Video games, PC tweaking, music and technology.

What people say about me

Christiane La

Junior FX Artist with Ubisoft

(<https://www.linkedin.com/profile/view?id=339290330&authType=name&authToken=2TLh>)

"Peter is invested, competent and precise, he quickly answered to the group's technical needs and allowed us to work efficiently with Perforce and Unreal Engine 4, which really was time saving. On a personal level, he has created blueprints that enhanced my liberty in creating FX. It is nice to work with him, and I'd like to continue to do so."

Lia Pianelli

Former Student at LISAA L'institut Supérieur des Arts Appliqués, Paris

(<https://www.linkedin.com/profile/view?id=264814209&authType=name&authToken=wfAc>)

"Peter has been a wonderful partner to work with. Not only did he work quickly and efficiently but he also was quick to understand our intentions and deliver technical support that, more than once, surpassed our expectations. I wholeheartedly recommend trusting peter for whatever project you may have, he truly is of great help. I hope I will have the opportunity to work with him again."

Please refer to my personal site and LinkedIn profile for more detailed information.