

# Curriculum Vitae

## Basic Information

Name	Coen Hacking
Date of Birth	22-10-1995
Country of Residence	The Netherlands
Nationality	Dutch
Languages	Dutch, English
Email	<a href="mailto:coen.hacking@gmail.com">coen.hacking@gmail.com</a>

## Education

<b>Period</b>	<b>School / Institution</b>	<b>Direction / Department</b>
2007 – 2014	Graaf Huyn College	VWO, Informatics and Mathematics
2014 – Present	Maastricht University	Bachelor Knowledge Engineering

## Skills

Programming Languages	C#, Java, Basic, PHP, JavaScript, MySQL, AJAX, CG Script
Other Languages	HTML, CSS
Software Experience	Visual Studio, Unity3D, Blender, Eclipse, Android Studio, MATLAB, MonoDevelop, Tomcat, Virtuoso, CaptainCasa Enterprise Client, MySQL Workbench, pgAdmin

## Hobbies

Making/Playing Video Games  
Athletics: Sprint, High Jump, Long Jump, Hurdles

## Grades (Bachelor Knowledge Engineering)

<b>Course</b>	<b>Grade</b>
Introduction to Knowledge Engineering	7.0
Introduction to Computer Science 1	9.0
Discrete Mathematics	9.0
Knowledge Representation and Cognitive Psychology	7.0
Introduction to Computer Science 2	8.0
Linear Algebra	8.0
Data Structures and Algorithms	10.0
Introduction to Business Management	8.0
Calculus	10.0
Numerical Mathematics	8.0
Logic	8.0
Software Engineering	7.0
Databases	8.0
Probability and Statistics	8.0
Philosophy of Science	7.0
Graph Theory	7.0
Reasoning Techniques	8.0
Machine Learning	6.0
Human Computer Interaction	8.0
Mathematical Modelling	9.0
Theoretical Computer Science	9.0
Social Media	7.0
Linear Programming	7.0
Mathematical Simulation	6.0
Semantic Web	6.0
Game Theory	8.0
Bio-Informatics	7.0
Parallel Programming	8.0
Robotics and Embedded Systems	8.0
Secure Web Applications	8.0
Data and Image Analysis	7.0
Operations Research Case Studies	8.0
Intelligent Systems	7.0

Internship Semester 1	8.0
Internship Semester 2	8.0
Internship Semester 3	8.0
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GPA	7,78

## Freelance Projects

<b>Client</b>	<b>Name/Description</b>
Personal	Shadowlight (A 3D platformer): for this project I created all of the graphics (in Unity) and wrote the underlying software (also within Unity, in C#) to implement all game logic. I completed this project mostly on my own. Except for the music which was made by Jan Bartholome and I used other royalty-free music. An additional technical difficulty is making it work on the OUYA console.
Ironfront Studios	MACHINE ZERO (A 3D isometric shooter): In this project (also in Unity) I am responsible for the game logic. My role in this project is lead programmer.
Graaf Huyn College	Message Board (A program that shows the pupils who were late in class or have to report to the principal because of other reasons)

## Work Experience

<b>Period</b>	<b>Company</b>	<b>Job Description</b>
2015 – 2017	PNA Group	Developer / Knowledge Modeller