

# Thijs Zumbrink MSc

## Curriculum vitae

### PERSONAL PROFILE

I'm a highly motivated engineer with an eye for precision. I'm an abstract thinker, happy to dig into a whiteboard problem in order to arrive at an elegant solution. I'm effective when working alone or in a team, and easily bridge the gap with non-technical colleagues. I'm of the opinion that learning never stops, so I always stay curious.

### WORK EXPERIENCE

MAY 2008 – SEPTEMBER 2016

TargetMedia B.V., Huizen

#### Senior Developer

Software development for the financial sector at TargetPay: Produce systems (design and implementation) for handling online payments. Produce software to ensure financial integrity. Lead a team of developers and implement new workflows.

Software development for the music sector at TargetMusic: Produce systems to handle accounts and payments for music streaming subscriptions. Produce systems to manage content and revenue.

2001 – 2008

Self Employed

#### Web developer

Development of various websites, including: website for a welding company, smart call system for a school, gallery and bidding system for an auction house.

### EDUCATION

2009 – 2013 **Master's Degree**  
GAME AND MEDIA TECHNOLOGY  
Utrecht University

2005 – 2009 **Bachelor Degree**  
COMPUTER SCIENCE  
Utrecht University

1998 – 2005 **HAVO & VWO**  
Huizermaat, Huizen

### COMMUNICATION SKILLS

DUTCH Native speaker

ENGLISH Professional proficiency

📍 Van der Lindenlaan 27  
1217 PJ – Hilversum (NL)  
✉ thijs@schalpoen.nl  
📄 portfolio.schalpoen.nl

### THESES

2011

Views on Image-Based Material Editing

#### Bachelor Thesis

Bachelor thesis to explore the technique of rendering synthetic objects into real-world photographs. The rendered object affects, and is affected by, lighting in the rest of the scene. The main contribution is a dramatic increase in performance, making a video adaptation feasible.

2013

Video-Based Scene and Material Editing

#### Master Thesis

Master thesis to extend the image-based material editing system to video. The technique alters the appearance of objects in video by substituting the original material for another, synthetic, material. It also allows insertion of new objects into existing video footage, without requiring physical access to the scene.

### PERSONAL PROJECTS

2017 **Crazy Coin Machine**  
**Google Play Store**  
*Mobile coin dropping game*

2016 **Build a Thing**  
**Google Play Store**  
*Mobile item stacking game*

2016 **Stratagem**  
**github.com/LucidTaZ/Stratagem**  
*First-person strategy game*

2015 – 2016 **TaZFly**  
**github.com/LucidTaZ/TaZFly**  
*Airplane racing game*

FROM 2004 **TaZrum tazrum.nl**  
*Message board*

### KEY SKILLS

LANGUAGES C++, C#, Scala, PHP, Java, JavaScript, SQL

TECHNOLOGIES Unity3D, OpenCV, Linux, Git

PRINCIPLES OOP, FP, SOLID, TDD, CI