BVD

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MY BACKGROUND

My first attempts at programming was made on my very first own computer, an Olivetti with a Pentium 90 CPU. Back then I was a frequent user of DOS and while I felt comfortable navigating around I wanted to simplify the process. This led me to creating a series of batch scripts that almost worked like a full-fledged overlay that would show me menus and allow me to easier start the programs I wanted search the directories I needed.

As I grew older my limited time on the computer was used to play games or spend time online whenever I was allowed. While I still found the concept of code and snooping into game files a lot of fun, I never spent enough time on the computer to follow it up.

By the time I turned 18 I was working on fishing boats, where I mostly stayed until 30. It was at this point I had to leave the boats behind due to my back not handling it any more. Upon spending more time at home again, I re-discovered my love for the logic behind how software worked.

I started playing around and learn a bit of Python, creating simple text-based games, then moved on to C++, re-creating the same games in that language. I purchased quite the number of books and eagerly went through them whenever my family life allowed me to.

Eventually I was approved by the job centre to take an education where they would provide me funding while doing so. Luckily for me, my home town has a university where I could enter game development studies. While it was the programming side of things I wanted to learn, making games that I wanted to play was great at the time.

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Whilst doing my studies I realised that even though creating games was a fun way to learn programming, I was more interested in the pure logic behind everything more than what I was making.

In the final semester I could take on an internship as an iOS developer at a company not far from my town. While mobile application development was not my priority I found yet again while working that I was less concerned about the hardware I created for than how I could solve the problems that the company, and the users, had.

As time progressed and I finished school I got offered a full-time job at the same company which I accepted. Not long after I worked with a user to ensure that the application I was making at the time would fit in with both his wishes and those of his company, and this was another part of creating software that further got me feeling more involved and enriched.

In my last year I also created a game development company alongside some of my fellow students. While it was initially meant to be a full-to-part time job, we all realised when we were done at school that this would be more of a hobby project. This also fit more with what I wanted as I would like to be able to work on private projects for fun while having a full-time job during daytime.

In both the iOS development job, and in our game company, I also learned a lot about how to work in a proper managed source control system. Both places would use Git, and it is set up to follow a good software release structure.
In school and in my company, we have also made use of project management systems like Targetprocess, Trello and Hacknplan, which I feel has improved my productivity and structure.

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