

Marc "Foddex" Oude Kotte

<http://foddex.net>

Name: Marc Oude Kotte
Location: Stockholm, Sweden
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Age: 35
Marital status: Unmarried
Nationality: Dutch

Experienced as a C/C++/Objective C programmer, PHP programmer, business owner and team player. Started programming at the age of 8 (in BASIC on my father's Philips P2000 computer) – 27 years of programming experience. Loves playing and building games. Other interests include motorbikes, psychology and attending metal concerts.

Professional work experience

C++

Game Programmer

2014-present

At [King.com](http://king.com) (<http://king.com>)

Senior C++ game programmer position on various projects. Experience with agile development using SCRUM. Working and living in Stockholm.

Game Programmer

2004-2007

At [Khaeon Games](http://khaeon.com) (<http://khaeon.com>)

Core developer of The Chronicles Of Spellborn, an MMORPG based on Unreal Engine 2.5. My roles included:

- network programmer (replacing Unreal's network stack with our own)
- lead gameplay programmer (led a team of 4 programmers)
- database programmer (MMORPG world persistence)
- created and maintained the Linux buildsystem

Also did a lot of work on optimizing the codebase (e.g. gained 10% FPS increase by replacing the Unreal Engine string implementation) and debugging everyone's crashes (advanced memory debugging, reading assembler, etc.)

Serious Gaming Engine

2003-2004

At [Vergouwen Overduin](http://vergouwenoverduin.nl)

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Developed an interviewtrainer application. This application featured:

- a custom built 3D game engine that loaded maps built using Half-Life 1's level editor (from source, not from binary)
- full editor compiler (building meshes from plane descriptions, lighting, etc.)
- audio features (ogg/wav streaming)
- modeling and animation
- fully customizable UI
- simple scripting features

The engine ran on both Linux and Windows.

PHP/Java/Objective C

Web Application Developer

2007-2011

At [Better.be Application Services](http://betterbe.com) (<http://betterbe.com>)

Developing websites using J2EE, Spring, PHP etc. for large multinational corporations in the automotive industry. Also employed techniques such as Flash, AJAX, jQuery, MySQL, PostgreSQL.

PHP Website Developer

2001

At [Solcon Internetdiensten](http://solcon.net) (<http://solcon.net>)

Developed internal administration for a small Internet Service Provider. The system is still in use today!

iPad app developer

2013-present

At [FoddexSOFT](http://foddexsoft.com) (see below)

Developed a very large business app for government use. Implemented the app from scratch and without any prior Objective C or Mac experience. Developed for Imotep B.V. The app featured:

- networking code (HTTPS connections)
- generating and parsing JSON
- working with maps
- working with custom views
- working with various viewcontrollers
- working with Core Data

Professional work experience (continued)

Senior Programmer

2007-present

At FoddexSOFT, Self employed business

Implemented various PHP webapplications containing technologies such as CSS, ExtJS, AJAX, jQuery, MVC, server side PHP daemons, etcetera. Also implemented a custom scripting language in C++ for a client, to test network hardware.

Projects include:

- designed and developed, from scratch, a complete backend solution for a multi-million sales company in the network hardware business;
- designed and developed various large web applications in use by the Dutch government to support construction inspections and other quality control mechanisms; multi-device web application, iPad app support
- designed and developed a webapplication for an orthotics manufacturer that needed facebook like community features built in their website

Relevant experience

Half-Life 1 Remote Compile System

2001-2003

Designed and implemented a Remote Compile System that built Half-Life 1 levels. It was available under the Valve Editing Resource Center. It was hosted on my private server, but its domain name was part of Valve's official ERC center: <http://rcs.valve-erc.com>. It ran on a Linux machine that was fast for its time and helped the HL1 community build and compile their levels.

Developed own MMORPG engine (*Burning Fodder*)

2011-2013

To keep my C++ and gaming skills fresh, I've developed an engine that can be used to build MMORPG games. It was built in spare time so development was slow.

An overview of the engine:

- it's built on open technologies (OpenAL, OpenGL)
- uses other de facto technologies such as TCP/UDP, Nvidia's CG and so on.
- the engine
 - supports near infinite worlds in space,
 - is designed to run multithreaded, to divide engine responsibilities over cores
 - the network stack uses a mix of TCP and UDP for optimum performance
 - has a storage backend that is abstract and thus swappable, currently uses a MySQL database
 - compiles and runs on Linux and Windows with the same codebase

I do not have a complete working game built on top of it, just a very simple fly-around-game that I use to develop and debug the engine.

Developed own C++ web application platform (*Marnix*)

2013

To keep my C++ skills fresh even more, I've developed a web application platform in C++, for lightning fast web applications.

An overview of the engine:

- it supports multithreaded request handling,
- database connectivity,
- full MVC model,
- variable URL mapping to controllers/methods,
- and much more;
- the same codebase compiles and runs on Linux and Windows.

Education

Bachelor's Degree in Software Engineering / Computer Science At Saxion Hogeschool, Enschede, The Netherlands	1998-2003
Bachelor's Degree in Hardware Engineering / Computer Science At Saxion Hogeschool, Enschede, The Netherlands	1998-2003
Grammar school (gymnasium) At Ichthus College, Kampen, The Netherlands Courses included Ancient Greek and Latin, writing and philosophy, Mathematics, Physics, Dutch, English, History and Accounting & Finance.	1992-1998

Skill set

Extremely experienced in

C++
C
PHP

Very experienced in

Objective C
Delphi
HTML
Pascal
JavaScript

Experienced with

Java
ActionScript 3.0 (Flash)
Intel/Motorola assembler

General knowledge of

Basic
Haskell
Prolog

Very experienced with

Windows development (MSVC++)
debugging, optimization
Linux development
gcc, gdb, valgrind, automake, autoconf

Spoken languages

Dutch (fluent)
English (fluent)
German (rudimentary)
Swedish (very early stages of learning)