



# Hans Cronau

*Programmer and Game Designer*

Full name Johan Philip Cronau  
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## Education

- 2014–current **Master's degree (expected 2016)**, *NHTV Breda University of Applied Sciences*.  
Game Technology. Expected completion: 2016.
- 2010–2014 **Bachelor's degree**, *Utrecht University*.  
Degree in Computer Science, specialised in Game Technology.  
○ Minor Game Design at University of the Arts Utrecht (HKU).  
○ For my Bachelor's Project I worked within a team developing intelligent agents in Java, and bridging those with a game world developed in Unity.
- 2002–2008 **Pre-University Secondary Education**, *Stedelijk Gymnasium Arnhem*.  
○ Graduated in two profiles: 'Nature and Technology' and 'Nature and Health'.  
○ Co-wrote schools highest graded profile assignment of 2008.

## Experience

### Professional

- 2015–current **Graphics Programmer / Technical Artist**, *Wispfire*, Utrecht, The Netherlands.  
Responsible for graphics related programming for game *Herald*. Title unreleased.  
○ Software: Unity, ShaderLab, Shader Forge, C#, Mercurial, Bitbucket, Slack, Trello.
- 2015–current **Co-Founder**, *DobbleStone*, Utrecht, The Netherlands.  
Programming and design for game *Peaceful Era*. Title unreleased.  
○ Software: Unity, C#, ShaderLab, FMOD, Git, Bitbucket Issue Tracker, Slack, Asana.

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- 2014–2015 **Partner Support**, *Ziggo*, Schiphol, The Netherlands.  
 Provided technical support to business partners by phone, email, and ticket system. (Ziggo is the largest cable operator in the Netherlands.)
- Started initiative notifying product owners of areas of improvement for new product.
  - Received unsolicited letter of recommendation.
- 2014 **Technical Assistant**, *HU University of Applied Sciences Utrecht*, The Netherlands.  
 Technical support during yearly digital exams.
- 2014 **Intern Virtual Reality Learning**, *TinQwise*, Hilversum, The Netherlands.  
 Research in education through 'memory palaces' developed for Oculus Rift.
- 2012–2013 **Web Developer**, *Be More*, Nijmegen, The Netherlands.  
 Maintained in-house web-based backend framework.
- Introduced the company to version control (Git).
- 2009–2011 **Web Designer & Developer**, *Freelance*.  
 Created websites for small businesses. Responsible for programming (frontend and backend), visual design (including logos), and communication with clients.
- 2010–2011 **XML-engineer**, *Clipit*, Nijmegen, The Netherlands.  
 Developed and repaired XSL-templates.
- 2009–2010 **Customer Service**, *E-care*, Duiven, The Netherlands.  
 Telephone operator at customer service. Previously repaired Philips products.
- 2007–2008 **Computer Repair Technician**, *Hewlett-Packard*, Nijmegen, The Netherlands.  
 Checked and replaced hardware of leased desktops, laptops, and workstations.

#### Volunteer Work

- 2015 **Event Volunteer**, *Dutch Game Garden*, INDIGO 2015.  
 INDIGO is a game expo organized by the Dutch Game Garden. Games displayed are created by independent developers, and are open to be played by the public.
- 2015 **Event Volunteer**, *Control Magazine*, Control Conference 2015.  
 Control Conference is a developer focused game development event. In 2015 the event was bigger than ever, spanning three days of lectures.
- 2014–2015 **Public Relations**, *Indievelopment 2015*.  
 Co-organised Dutch indie game development conference Indievelopment 2015, which hosted around 1000 visitors in the Jaarbeurs of Utrecht. Responsibilities included:
- Public Relations: contacting and visiting schools,
  - Audience Awards for exhibiting professionals and students.
- 2014 **Photographer**, *Casual Connect Europe 2014*, Amsterdam, The Netherlands.  
 Casual Connect is the educational component of the Casual Games Association.

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## Games

- 2016 **KLOE**, *Killian Elbers*, Utrecht, The Netherlands.  
KLOE is an interactive music performance by Killian Elbers. Four musicians play a piece motivated by the movements of a ball on a screen, reacting to their tones. The piece was performed on March 3<sup>rd</sup> in the Nicolaïkerk (church), Utrecht.  
○ Credited for co-designing original concept.
- 2015 **WhAt'S the iD?**, *Global Game Jam 2015*, Hilversum, The Netherlands.  
During the two day Global Game Jam, Hamadaris, a team of six, created a puzzle game.  
○ Credited for Production, Coding, and Level Design,  
○ Webpage: <http://globalgamejam.org/2015/games/whats-id>
- 2014 **Smeris: Off The Record**, *Summer Game Dev 2014*, Hilversum, The Netherlands.  
Interactive Slice, a team of four, created a game for BNN (Dutch broadcaster) in five days.  
○ Winning game of the Summer Game Dev 2014.  
○ Credited for Programming, and Design.
- 2014 **Feathered**, *Games [4Diversity] Jam EU '14*, Amsterdam, The Netherlands.  
Programmed the adaptive music and random backgrounds for Feathered, a game about the flocking and diversity of birds (currently unfinished).
- 2014 **Bichromia**, *Global Game Jam 2014*, Enschede, The Netherlands.  
Programmed for Bichromia, a two player co-op game in which both players have their own unique view of the same screen, by using customised anaglyph glasses.
- 2014 **Depends Who You Ask**, *Seminar Narrative Design*, HKU, Hilversum, The Netherlands.  
Co-wrote Depends Who You Ask, an interactive fiction about different views on a murder case. I wrote dialog for two characters, and was responsible for the web design.
- 2014 **Refrigerator Simulator 2014**, *Design for Space Project*, HKU, Hilversum, The Netherlands.  
During a study project, a team of six created Refrigerator Simulator 2014, a humorous first person game about throwing groceries at refrigerators. I lead the team in vision and design.
- 2013 **Super Switch**, *Local Multiplayer Picnic Jam*, Utrecht, The Netherlands.  
Programmed for four player local multiplayer game Super Switch.

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## Skills

- Programming C#, C++, CgFX, Clean, Java, JavaScript, PHP, Prolog, Python, Ruby, ShaderLab, SQL.
- Libraries XNA, Codeigniter, jQuery, Prototype.
- Markup CSS, JSON, LaTeX, Markdown, (X)HTML, XML, XPath, XSL(T).
- Software Unity3D, Shader Forge, Twine, FMOD, Git, Mercurial, SVN, Bitbucket, JIRA, Asana, Trello, Slack, Photoshop, Linux, Bash, SSH, Cronjobs, Drupal.
- Social Experienced in Public Relations, and Customer/Partner Support.
- Languages I have native proficiency in Dutch and professional working proficiency in English.

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## Interests

In my spare time I read science fiction and books on productivity.  
I also like top rope climbing and writing.

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