



# Hans Cronau

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Full name Johan Philip Cronau  
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Driving license Yes

## Experience

### Professional

- 2018 **UX Designer, Front-end Developer**, *Ecochain*, Amsterdam, The Netherlands.  
Responsible for all user interviews, qualitative user tests, user journeys, and prototypes.
  - Software: Figma, JIRA, React, GraphQL, Apollo, JavaScript ES6, Git.
  - Scrum Master of the product development team.
- 2017–2018 **Graphics Programmer**, *Lunar Games*, Amsterdam, The Netherlands.  
Responsible for graphics related programming for the game *String Theory*.
  - Software: Unity, ShaderLab (Cg), C#, Git, VTST.
- 2015–2018 **Graphics Programmer**, *Wispsfire*, Utrecht, The Netherlands.  
Responsible for graphics related programming for the game *Herald*.
  - Software: Unity, ShaderLab (Cg), Shader Forge, C#, Mercurial, Trello.
  - Herald Book I & II released in 2017.
- 2015–2017 **Co-Founder, (Graphics) Programmer, Game Designer**, *DobbleStone*, Utrecht, The Netherlands.  
Design and programming for the game *Peaceful Era*. Title unreleased.
  - Software: Unity, C#, ShaderLab, FMOD, Git, Bitbucket Issue Tracker, Asana.
- 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.
- 2012–2013 **Web Developer**, *Be More*, Nijmegen, The Netherlands.  
Maintained in-house web-based backend framework.
  - Introduced the company to version control (Git).

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- 2010–2011 **XML-engineer**, *Clipit*, Nijmegen, The Netherlands.  
Developed and maintained XSL-templates.
- 2009–2013 **Web Designer & Developer**, *Freelance*.  
Design, development, and maintenance of websites for small businesses. Responsible for programming (front-end and back-end), visual design (including logos), and public relations.
- 2009–2010 **Customer Service**, *E-care*, Duiven, The Netherlands.  
Phone operator and repair of Philips products.
- 2007–2008 **Computer Repair Technician**, *Hewlett-Packard*, Nijmegen, The Netherlands.  
Refurbishment of leased desktops, laptops, and workstations.

### Volunteer Work

- 2014–2015 **Public Relations**, *Indievelopment 2015*, Utrecht.  
Co-organised the Dutch indie game development conference Indievelopment 2015, which hosted 1000 visitors in the Jaarbeurs of Utrecht.
- Outreach and visiting of schools.
  - Organised Audience Awards for professionals and students.

## Education

- 2014–2018 **Master of Science**, *NHTV Breda University of Applied Sciences*.  
Msc. of Game Technology.
- Thesis on creating the first Virtual Texture support in real-time GPU path tracing.
- 2010–2014 **Bachelor of Science**, *Utrecht University*.  
Bsc. of Computer Science, specialised in Game Technology.
- Minor Game Design at University of the Arts Utrecht (HKU).
  - Bachelor's Project: team project on intelligent agents in Java and Unity3D.
- 2002–2008 **Pre-University Secondary Education**, *Stedelijk Gymnasium Arnhem*.
- Specialised in the classical period and Latin.
  - Graduated in two profiles: 'Nature and Technology' and 'Nature and Health'.

## Skills

- Programming C++ , CUDA, C#, Cg, HLSL, Java, JavaScript (ES6), NodeJS, PHP, Python, SQL.
- Markup CSS, JSON, LaTeX, Markdown, (X)HTML, XML, XPath, XSL(T).
- Libraries React, Webpack, Codeigniter, jQuery, OptiX, Unity3D, XNA.
- Software Git, SVN, Bitbucket, Github, Docker, JIRA, Confluence, Photoshop, Illustrator, Inkscape, Figma, Unity3D, Shader Forge, FMOD, Linux, Bash, SSH.
- Soft skills Speaking, public relations, customer/partner relations, team management.
- Languages Native proficiency in Dutch and professional working proficiency in English.

## Interests

Bouldering, rock climbing, and reading (non-fiction and science fiction).

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