



# CV ALEXANDER VAN DER ZALM

Game Development, Game Design, Web Development, Yogi,  
Entrepreneur, Teacher, Business Analyst

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## Education Summary

*Computer Science, Interactive Animation*

## Main skills

### Web Development

FullStack: Java,  
Javascript, Angular,  
HTML, CSS,  
DevOps, Docker, GCP

### Game Development

Unity3D, C#,  
Game Programming,  
Editor Programming  
and Game Design

### Yoga

Educator, Lecturer,  
Yin Yoga, Ashtanga  
Yoga, Meditation,  
Lucid Dreams,  
Permaculture

### Business

Scrum,  
Entrepreneurship, HR,  
Legal, Finance and  
Excel (VBA)

## Experience

*Bol.com – Full stack dev ops software engineer*

*Oct 2018 – May 2020 - Netherlands*

*Full stack DevOps. Java and Angular. Scrum Master.*

Worked on several micro-services focused around two different CRM applications: BLUE, a web interface for bol.com customer service experts and the Cases swap, a web interface for bol.com partners. One of the highlights of my time at Bol.com was working as a scrum master of an autonomous new team that set up many new micro-services including a smart telephone routing system.

*CV – Alexander van der Zalm – 2023*

Alexandervanderzalm.com

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### Freelancer – Unity C# software engineer

Jan 2020 - Present - Netherlands

Worked on creating a tool set for authoring a narrative driven art installation. The application sends its output to an Arduino controlling various motors and the content can be edited via a dialogue tree.

### Freelancer – Web developer

Jan 2021 - Present - Netherlands

Worked on various websites, ranging from simple Wordpress sites to the integration of security camera footage using n8n server with a postgres database running on Docker.

### Brasserie De Joffers - Management/Directorate Assistant

Sep 2008 - Present - Netherlands

A broad range of office experience working on management level. HR, legal, financial administration, marketing and general management level decision making. Worked on (financial) strategies and improving and modernizing administration (HR, legal and financial).

I generally enjoyed doing systems thinking and excel work, which included doing various financial analyses, presenting data, making financial strategies and creating/programming various automated solutions for a higher everyday efficiency (such as an automated contract maker). I have also managed the companies web presence (review & reservation websites), done various web integrations and build the back and front end of the website.

More recently I have been working exclusively in an advisory capacity.

### Yogi Dream Retreat Center - Founder and Owner

Jun 2015 – May 2018 - Spain

Organization of Yoga and Meditation Retreats in southern Spain. Teaching yoga theory and meditation classes. Creating and editing of the website, writing programs, marketing of events and taking care of correspondence with participants.

### Various start-ups (Abbey Games and Own) - Game Programmer

May 2011 – Oct 2018

Worked on a wide variety of game development projects, including working with Abbey games on the inception of [Reus](#). Most projects were in C# and used the Unity game engine. Did programming work for both 2D and 3D projects and have developed several Unity3D extensions, such as a custom Behaviour Tree editor, an input manager and other programming pattern related tools. The work I did included working with unity physics, editor programming, custom serialization, shaders and extending the animator.

## Education

### Utrecht University - Computer Science (Game Technology)

2011 - 2013

Activities and Societies: Teaching Assistant (TA) Graphics, regular at the DGDARC (Dutch Games Development And Research Commission) production dungeon.

One and a half year of intense and enjoyable study. Did both first, second and third year subjects out of pure interest and curiosity (a degree was not the aim of this study). Some of my favourite subjects were game programming, graphics and image processing.

### Qantm - Middlesex University UK - BA (Hons), Interactive Animation

2008 - 2011

Maya (animation and modelling), ZBrush, Photoshop (texturing), Project Management, Social Games Research.