



Sam van der Hoeven

Game Developer

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Summary

I am a C++ and Unreal Engine Game Programmer with a passion for creating immersive gaming experiences. Currently pursuing my studies in Computer Science, I have honed my skills through various projects and freelance work.

Work Experience

Programming Freelancer

Jan 2023 - Present

Sam Freelancing, Remote

As a freelancer I have been working with clients to realize their dream games or other projects. Usually in Unreal Engine / C++, it has taught me a wide variety of skills such as procedural generation, AI, and VR.

Employment Agency

Aug 2022 - Present

A la carte, Breda

Delivery and dish washer

Feb 2019 - May 2019

Cafeteria de Toren

Education

Creative Media and Game Technologies

Sep 2020 - Present

Breda University of Applied Sciences (BUAS), Breda, Netherlands

At the BUAS I study Game Programming. Here I work on developing various game-related projects within teams for different platforms including the PlayStation 4.

Example projects are creating our own 3D game engine from scratch and making our own Quake-like game using it, creating my own 3D raytracer on the CPU, and working on Unreal Engine games.

You can read more about the projects I made on my website www.samvanderhoeven.com.

Technasium (Havo, highschool)

Sep 2014 - Jul 2020

Newmancollege, Breda, Netherlands

Technasium teaches the extra subject Research & Development. I learned to work within a team to solve real-world beta technical challenges, for example creating a small VR game for people with disabilities to practice participating in society.

I also participated in the extra curriculum First Tech Challenge, which is an international robotics competition where teams make robots to complete obstacles and assignments to score points during matches. Here I programmed our robot to both drive autonomously and be controlled by people. We finished first two years in a row, scoring us a ticket to the finals in the US.

Personal details

Date of birth

October 11, 2001

Place of birth

Mountain View, CA, USA

Nationality

American, Dutch

Website

samvanderhoeven.com

Skills

Programming Game Engines in C++

Unreal Engine C++ and Blueprinting

Working together in teams

Problem Solving

Flexibility

Using the revision managers Perforce, GitHub, and Subversion

Using the Agile project tools Jira, Trello, and Meistertask

Languages

Dutch



English



German

