Mechelen, Belgium
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Enrique Brossé

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I'm a pipeline programmer with a passion for automation and building tools that empower teams to do their best work. In my current role, I develop and maintain tools in Unreal Engine and C# while also managing Jenkins pipelines and implementing robust CI/CD workflows. I enjoy bridging the gap between creative and technical teams by streamlining processes and making complex systems feel intuitive. Whether it's scripting, tool development, or creating pipelines, I'm all about creating solutions that just work, so others can focus on creating.

Work Experience

Junior Unreal Engine Pipeline Programmer   **Cyborn**   **July 2022—Present**

Pipeline team   Antwerp, Belgium

- Creating new tools in Unreal Engine
- Maintaining and creating tools in C# and XAML
- Maintaining and creating Jenkins Pipelines
- Implementing the CI/CD workflow in Jenkins

Intern Pipeline Programmer   **Cyborn**   **Feb 2022— June 2022**

Pipeline team   Antwerp, Belgium

- Updating their Unreal Linter
- Creating a C++ Linter
- Maintaining Jenkins pipelines

Education

- **Bachelor's degree, Digital Arts and Entertainment (Major Game Development)**
  HOWEST University of Applied Sciences   **2018—2022**

Technologies and Languages

- Languages: C++, C#, Python, Xaml, Groovy
- Technologies: Unreal Engine, Jenkins, Plastic SCM/Unity Devops, Git