



# GUUS KEMPERMAN

## Engine Programmer



[in/guuskemperman](https://www.linkedin.com/in/guuskemperman)



[guuskemperman.github.io](https://github.com/guuskemperman)

## PROFILE

Passionate game engine programmer, graduating soon from Breda University of Applied Sciences. Working on Remedy's Northlight Engine. Strengths: developing **scripting** integration and **reflection** systems within game engines, **multiplayer**, and a **deep C++ expertise**. A strong communicator eager to collaborate as part of a team.

## WORK EXPERIENCE

### Remedy Entertainment - Northlight Engine 2026 - Now

Engine Programmer

- Fixed critical FPS drops in the upcoming title *CONTROL Resonant*, by reducing loading times of scripts by 90% within the first month
- Overhauled the legacy script exporting pipeline to utilize modern C++ practices and threading, massively reducing code complexity, improving readability, and reduced script exporting time by 27%.
- Seamlessly integrated a core change to the script reflection plugin for all projects currently in development, including C#, C++, TypeScript and Lua projects.

### Behaviour Interactive - Unannounced project 2025

Programmer Intern

- Feature owner of core gameplay feature for a multiplayer mobile project.
- Improved game development pipelines for designers in Unity.

## RECENT PROJECTS

### Coral Engine - C++ 2023 - 2024

Engine Programmer

- Designed and maintained a large codebase, from conception until release.
- Developed key systems like **reflection**, **visual scripting**, **serialization**, **prefabs**, **level editor**, **asset management**, **physics**, **particles** & more
- Integrated GitHub Actions for CI/CD and built a unit test framework.
- Ported existing C++20 codebase to a cross-platform (PS5) C++17 codebase.
- Extensive profiling, benchmarking and **optimising**, including **multi-threading**

### Umbra Mortis - Unreal 2024 - 2025

Gameplay Programmer

- Created core systems with online multiplayer support.
- Created development tools, included asset creation pipelines and analytics.
- Developed efficient enemy navigation, created efficient local avoidance for 3D environments in a co-op environment.

## EDUCATION

### Creative Media & Game Technology - B. Sc BUAS

2021 - 2026

## EXPERTISE

### C++

6 years of experience. I attend local meetings, give presentations and write blogs about the language and its features

### Cross-platform development

Windows, Linux and Playstation 5

### Unreal

2 years of Unreal C++ experience

### Engine Development

3 years of experience developing frameworks and engines, both commercial and passion projects.

### STL, ImGui & EnTT Libraries

4-6 years of extensive usage, I actively follow their development

### Perforce - Github - CI/CD

5 years of experience working with source control, set up CI/CD pipelines through Github

### Profiling & Optimising

Able to use Data Oriented Design, multi-threading and SIMD to optimise bottlenecks

### Teamwork

4 year of experience working in different teams of 10-20 people on various game projects, both programmers and designers

## LANGUAGE

English - C2 (Native equivalent)

Dutch - Native

References available upon request

More details & projects: [guuskemperman.github.io](https://github.com/guuskemperman)