



# GUUS KEMPERMAN

## Engine Programmer

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

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

## 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.

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

## 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 it's 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