






# Guy van der Meulen

Gamesystems & Tools  
Programmer



## Personal

-  Guy van der Meulen
-  Guy\_lvdm@hotmail.com
-  +31 630970166
-  Netherlands, Breda
-  [linkedin.com/in/guy-van-der-meulen](https://www.linkedin.com/in/guy-van-der-meulen)

## Skills

Unity	●●●●●
Unreal Engine	●●●●●
C++	●●●●●
C#	●●●●●
GitHub	●●●●●
Perforce	●●●●●
Jira	●●●●●
Confluence	●●●●●
Visual Studio	●●●●●
.NET	●●●●●
MySQL	●●●●●
Jenkins   CI	●●●●●
Java	●●●●●

## About me

I am a skilled programmer with experience in AAA game development settings and a deep passion for creating robust game systems and tools that enhance production. I have tuned my expertise through university projects, formal education, and internships.

**Platforms:** Windows | PS4 | Raspberry PI OS

(Experience in order)

**Languages:** C++ | C# | C | Java | HTML & CSS | SQL

**Portfolio:** [guyvdm.github.io](https://guyvdm.github.io)

## Education

### Bachelor's degree, Creative Media & Game Technologies

sep 2020 - jul 2024

Breda University of Applied Sciences, Breda

- In these **4 years**, I have worked in **big interdisciplinary teams**. Worked in **Triple AAA professional settings**, worked on **multiple custom engines**, released a game from **Pre-Production to Release for a year to Steam**. Released various games (**Itch 4 games, Steam 1**). Worked on **my own raytracer**, Learned **crossplatform development for PS4**. Learned **crossplatform OpenGL to Raspberry OS** and learned **shaders**. Worked on games in **teams of up to 30 people**. Made full use of the **Agile work flow**.

### Level 4 VET, Game Architecture & Design

jun 2016 - jul 2020

Deltion College, Zwolle

- Learned the basics of all disciplines within gamedevelopment, ranges from 3D modelling, to design & **programming using C# in Unity & .Net**. Worked on numerous game projects, learned network programming and have done two internships for Game & Software Engineer.

## Work Experience

### Gamesystems & Network Engineer - Attic Panic

sep 2022 - jul 2023

Lil Spoops, Breda

- Worked on the back-end networking, gameplay synchronization, abilities, server browsing, lobby system & UX.
- Done playtesting, UI implementation, steamworks setup, smoketesting and many code reviews.
- Interdisciplinary team - **30 people**.
- **Game is released on Steam.**

### Gamesystems & Tools Engineer - SUB Nivis

mei 2022 - jul 2022

TheOtherEngine, Breda

- Project is done completely in C++ using ENTTE workflow & Bullet for collision.
- Worked on all gameplay-bound elements, contributed to our level editor tool for designers, scripted animations & UX.
- Worked with Jenkins as our main CI pipeline.
- Interdisciplinary team - **15 people**.

C ●●●●●

HTML ●●●●●

Figma

Trello

3D Studio Max

## Languages

Dutch ●●●●●

English ●●●●●

Bulgarian ●●●●●

## Hobbies and interests

■ Working on my own Game & tools, Guitar, Runescape, Japanese Culture, Physical Exercise, Retro Games

## Internships

### Software Developer Intern

aug 2019 - feb 2020

VR Owl, Utrecht

- Refactoring VR-Online server & game both in **.NET & Unity** using **dependency injection**. Worked on VR Online Experience for Coca Cola in Unity using **photon as my networking back-end**. Worked on an online VR application demo solo for watching videos together in a singular space with Voicechat for a customer.

### Software Developer Intern

feb 2019 - jul 2019

MindMansion, Eindhoven

- Worked on VR Driving Simulator in Unity aimed towards people with the fear of driving. Worked on in house tooling aimed to make the screening process easier for staff & the client their working with.

## Personal Projects

### 2D MMO Engine (C++, Windows)

okt 2023

- Created client/server architecture using ENet, recreating the core mechanics of a well-known MMO 'Runescape' in 2D.
- Created external editor application for creating parts of the overworld. Serializes data using Cereal and exports data used both by client & server for purposes such as visualizing the world, sanity checking, anti-cheat, pathing and more.

### Neolocus - (Unity, Android)

2020

- Working on a bullethell game for android in Unity.
- Researched and applied best practices for phone UI and UX design, learning how to create dynamic and responsive visuals to improve the user experience on mobile devices.