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

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.

I also have **4 years of experience in .NET & C#** & Software development in general. And 1 year of experience in regards of internships within the Software industry specifically. Am familar with GUI frameworks, with my preferred one being ImGUI for developing tools.

Platforms: Windows | PS4 | Raspberry PI OS

(Experience in order)
Languages: C++ | C# | C | Java | HTML & CSS | SQL

Portfolio: 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 A 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 **OpenGL on a crossplatform project for both Windows Raspberry OS and learned shaders**. Worked on games in **teams of up to 30 people**. Made full use of the **agile work flow & scrum**.*
- *This couse is a mixed approach of Computer Science & Game Technologies combined.*
- *Gained experience with **DevOps**, have worked with and on internal weekly procedures like: **Smoke Testing, Unit Testing, Code Reviews, Quality Assurance and Continuous Intergration (jenkins)***

Level 4 VET, Game Architecture & Design   **Jun 2016 - Jul 2020**

Deltion College, Zwolle

- *Learned the basics of all discplines 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 C++ - 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*

Skills

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

many code reviews.
- *Interdisciplinary team - **30 people**.*
- ***Game is released on Steam***.

Gamesystems & Tools Engineer C++ - SUB Nivis   **May 2022 - Jul 2022**

TheOtherEngine, Breda
- *Project is done completely in C++ using ENTT 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**.*

Internships

Software Developer Intern - C#, .NET   **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 - C#, .NET   **Feb 2019 - Jul 2019**

MindMansion, Eindhoven
- *Worked on VR Driving Simulator 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.*
- *Used both Unity & .NET*

Personal & School Projects

2D MMO Engine (C++, Windows) ~ Solo   **Oct 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 - (C#, .NET/Unity, Android) ~ Solo   **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.*