Guy van der Meulen

Gamesystems & Tools Programmer

Personal

👤 Guy van der Meulen

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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

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 **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**.*

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 - 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   **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 **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) **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 - (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.*