






Guy van der Meulen

Gamesystems & Tools
Programmer



Personal

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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.

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 familiar 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 course is a mixed approach of Computer Science & Game Technologies combined.

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

- 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

Gamesystems & Tools Engineer C++ - SUB

May 2022 - Jul 2022

Nivis

TheOtherEngine, Breda

- Project is done completely in C++ using ENTТ 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 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.