GUY LAURENT VAN DER MEULEN

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✉ guy_lvdm@hotmail.com

📍 Netherlands, Breda

🌐 guyvdm.github.io

SKILLS

- C++ - C# - C - Java
- Creative Problem Solver
- Team player
- Network Programmer
- Engine Programmer
- Jira, Confluence
- Version Control (Perforce, Git)
- Crossplatform Development
- PS4, Raspberry PI

EDUCATION

BACHELORS, GAMEPROGRAMMING

Breda University of Applied Science

2020 - 2024

SVO, GAMEDEVELOPMENT

Deltion College, Zwolle

2016 - 2020

LANGUAGE

Dutch   - Native
English - Fluent

GENERALIST PROGRAMMER

I am a Game programmer with experience in various languages such as C++, C#,C and Java with passion for Online Multiplayer. I have honed my skills through projects in big teams up to 30 people and am a big Team Player.

EXPERIENCE

GAME & NETWORK PROGRAMMER INTERN

VROwl

2019 - 2020

- Refactoring local game to Networked version for VR.
- Creation VR Online Experience for Coca Cola.
- Worked on a VR Online experience for mentally handicapped.

SERIOUS GAME PROGRAMMER INTERN

Mindmansion

2019-2020

- Created VR Driving simulator for people that have a phobia for driving specifically.
- Creation Internal Tools & Plugins (Unity).