



# GUY LAURENT VAN DER MEULEN

## GAMEPLAY 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

2019-2019

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

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📍 Netherlands, Breda

🌐 guyvdm.github.io

## SKILLS

- C++ - C# - C - Java
- Creative Problem Solver Team player
- Network Programmer
- Gameplay 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