GUY LAURENT VAN DER MEULEN

GAME DEVELOPER

I'm a Gameplay programmer experienced in networking. I have worked in teams up to **30 people**. Experienced multiple full gameprojects from design to release.

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✉ guy_lvdm@hotmail.com

📍 Netherlands, Breda

🌐 guyvdm.github.io

SKILLS

- C++, C#, Java & C
- Visual studio & Intellij
- Unreal Engine
- Unity
- Jira, Confluence
- Version Control (Perforce, Git)
- Network Programming
- Eclipse
- Jenkins CI
- PS4 Development

EDUCATION

BACHELOR GAMEPROGRAMMING

Breda University of Applied Sciences

2020-2024

GAMEDEVELOPMENT MBO

Deltion College

2016-2020

LANGUAGE

Dutch - Native
English - Fluent

EXPERIENCE

ATTIC PANIC - GAMEPLAY & NETWORK PROGRAMMER [C++]

Breda University of Applied Sciences

2022-2023

- Worked on game from **pre-production** up to **steam release** in a **team of 30 people**. I mainly worked on the **Networking and Gameplay** within the game, alongside implementing assets.
- Worked with **Unreal Engine** & **Steamworks**
- **Jenkins** for CI

SUBNIVIS - GAMEPLAY PROGRAMMER / CUSTOM ENGINE [C++]

Breda University of Applied Sciences

2022

- Worked in a **team of 15** from other disciplines.
- Worked with **PS4 Devkit**.
- Worked on the **custom engine**, mainly maintained the Editor, worked on **Level Editor tools & ingredients**, **Scripted animations, combat & AI.**
- Implemented gameplay features using **entt ECS**.

NETWORK PROGRAMMER INTERN [C#]

VROwl

2019-2020

- Worked on **VR Online Multiplayer racing** game using **Photon Cloud** for back end server handling, Used **Client Server** Architecture.
- Released game on **Oculus Store**, Used **Git** for version control.

GAMEPROGRAMMER INTERN [C#]

MindMansion

2019

- Worked on **VR Realistic driving** simulator using **Unity & Valve** Headset aimed towards people with Amaxophobia.