Kenneth Buijssen

Engine and generalist game programmer

<Address and phone number available on request>
mail@kennethbuijssen.com

kennethbuijssen.com
github.com/kennethbuijssen

Education

International Game Architecture and Design -
Breda University of Applied Sciences (formerly NHTV)
(Working towards) bachelor's Degree
Breda, The Netherlands, September 2015 – Present (expected graduation in 2019)

HBO ICT - Fontys Hogenscholen
120 ECs towards bachelor's degree
Eindhoven, The Netherlands, September 2013 – July 2015

Senior general secondary education (Havo) -
Dr-Knippenberg college
Senior general secondary education diploma
Helmond, The Netherlands, September 2007 – June 2013

Languages

Dutch (Native)
English (Proficient)

Skills

C++, C#
Perforce, Git
Jenkins
CMake
Unity engine
Unreal engine (plugin development)
Scrum & agile development

Projects

Merge assist – Programmer
Solo project where I extended the Unreal Engine with a plugin which allows for the merging of blueprints graphs.
kennethbuijssen.com/merge-assist.html

Project Sulphur - Engine programmer
Game engine, for which I was one of the engine programmers. During this project I was responsible for the Windows platform, Job system, and retrofitting a serialization system.
kennethbuijssen.com/project-sulphur.html

Hex engine - Engine programmer & build engineer
As one of the engine programmers, I was responsible for most of the core systems, including the application code, entity component system, and setting up the automated build system.
kennethbuijssen.com/hex-engine.html

Work experience

Sligro food group – IT summer temp
Responsible for various coding and research related tasks.
Veghel, The Netherlands, 2012-2018