Kenneth Buijssen

Software engineer (C++, game)

## Education

**International Game Architecture and Design -   
Breda University of Applied Sciences (formerly NHTV)**  
Bachelor of Science – Game programmingBreda, The Netherlands, September 2015 – January 2020

**HBO ICT - Fontys Hogenscholen**120 ECs towards bachelor’s degreeEindhoven, The Netherlands, September 2013 – July 2015

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

## Work experience

**Triumph Studios – C++ game programming internship**  
As part of the development team, I worked on improvements and new features for Age of Wonders: Planetfall, such as the auto-exploration system.  
Delft, The Netherlands, September 2019 – January 2020

## 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

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[github.com/kennethbuijssen](https://github.com/kennethbuijssen)

## Languages

Dutch (Native)  
English (Proficient)

## Skills

C++, C#  
OpenGL 4  
Perforce, Git, SVN  
Jenkins  
CMake  
Unity engine  
Unreal engine (plugin dev) development)  
Scrum & agile development