



Marc Meijering

Game AI Programmer

CAREER OBJECTIVES

I am a 4th-year student at the school Breda University of Applied Sciences. I follow the course International Game Architecture and Design and specializes in Game AI Programming. I'm passionate about programming games and I like to explore what kind of interesting AI. I can create to challenge the player or help bring immersion to the game. After the end of this school year (July), I'll be done with school, which is why I am looking for game companies that are looking for either a Game AI or Gameplay Programmer.

SKILLS

Software

- Visual Studio
- Unity Engine
- Unreal Engine
- Perforce
- Jira
- HacknPlan
- Assembla
- Monday.com
- Trello

Programming Languages

- C++
- C#
- Unreal Blueprints

Languages

- Dutch
- English

Other

- Scrum
- Verbal communicator
- Passionate

CONTACT INFO:

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WORK SUMMARY

PROGRAMMING INTERN

Warcave | 2021-2022

- Worked primarily on the AI
- Project is not yet announced

BAKER / SUPERVISOR

SPAR, Camping Bakkum | 2013 - 2021

- Summer Job
- Supervised the stock clerks
- Head of the bread department

ACADEMIC BACKGROUND

INTERNATIONAL GAME ARCHITECTURE AND DESIGN

Breda University of Applied Sciences | 2018-present

- Followed the discipline Programming
- 1st year focussed on C++
- 2nd year focussed on Unreal
- 3rd year focussed on Unity and C#
- 4th year focussed on self exploration
- Most of the time worked on team projects

HBO-ICT: GAME DEVELOPMENT

Hogeschool van Amsterdam | 2015-2017

- Started learning how to program games here
- Stopped due to the education containing a wide variety of other IT related courses which I didn't find as interesting as making games

HAVO

Bonhoeffer College | 2010-2015

- Graduated with a NT & NG diploma, which contained the beta courses

INTERESTS

- Gaming
- Football
- Painting Miniatures

PORTFOLIO

www.marcmeijering.com