Marc Meijering

Game AI Programmer

CAREER OBJECTIVES

I am a graduate from the school Breda University of Applied Sciences. I followed the course International Game Architecture and Design and specialized 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. Currently working at Studio Red as Junior Game AI Programmer.

SKILLS

Software
- Visual Studio
- Unity Engine
- Unreal Engine
- GitHub
- 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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Castricum, Netherlands

WORK SUMMARY

PROGRAMMING INTERN
Warcave | 2021-2022
- Turn-based Strategy game
- Unreal Engine 5
- Worked primarily on the AI
- Project is cancelled

BAKER / SUPERVISOR
SPAR, Camping Bakkum | 2013 - 2022
- 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 Programming discipline
- 1st year focussed on C++
  - First 3 blocks we needed to work on a project on our own, the projects included making: Space Invaders; a Raytracer; a game on a Raspberry Pi.
  - Last project was a game with a team, our game was called "Sea of Slaps" (see portfolio).
- 2nd year focussed on Unreal
  - 1st block was making a game in out own custom made engine, worked on the project as only game programmer. the game we had to make is called "Raystorm" (see portfolio)
  - 2nd block was exploring game ideas
  - 3rd block was making a game from the previous block in a custom engine, my main role was gameplay programmer and the project was called "Crime Engine" (see portfolio)
  - 4th block was spent on making a game in an engine, worked as gameplay programmer and programming lead. The game is called "Streamlined Mastermind" (see portfolio)
- 3rd year focussed on Unity and C#
  - Whole year was spent on one project called "Védelem: The Golden Horde" (see portfolio), my main role was taking care of the combat between the AI.
- 4th year focussed on self exploration
  - first 2 block was spent on a internship at the company Warcave
  - last 2 blocks was spent on a personal project making a Crowd Simulation (see portfolio)

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

Like most game developers, I love playing games myself. The games I play the most are either RPGs or Strategy games. I've played footbal my entire life and it still something I love doing. I'm a fan of the universe that Tolkien created and I paint miniatures from it when I have the time. I also like going to festivals, especially when the music is either Techno or Drum & Bass.

PORTFOLIO

www.marcmeijering.com