



# Marc Meijering

*Game AI Programmer*

## CAREER OBJECTIVES

I am a 3rd-year student at the school Breda University of Applied Sciences. I follow the course International Game Architecture and Design and specializes in 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. At the end of this year, I want to go on an internship, which is why I am looking for game companies that take in interns starting from September 2021.

## SKILLS

### Software

- Visual Studio 2019
- Unity Engine
- Unreal Engine 4
- Perforce
- Jira
- Monday.com

### Languages

- Dutch
- English

### Programming Languages

- C++
- C#
- Unreal Blueprints

### Other

- Scrum
- Verbal communicator
- Problem Solver
- Passionate

## CONTACT INFO:

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## WORK SUMMARY

### 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#
- 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](http://www.marcmeijering.com)