

# MARK VAN DRIMMELEN

GAME DEVELOPER & SOFTWARE ENGINEER

## DETAILS

### ADDRESS

Netherlands

### EMAIL

mark.van.drimmelen@gmail.com

## LINKS

[Portfolio](#)

[LinkedIn](#)

## SKILLS

Gameplay Programming in  
Unity (C#)

Tools Programming in  
Unity (C#)

Network Engineering (C#)

Agile Development  
(SCRUM)

Version Control (GIT, Plastic  
SCM, TFS, SVN)

## LANGUAGES

English

Dutch (native)

## PROFILE

Passionate Unity developer who's looking for a new job opportunity after working independently for several years. Enjoys working on multiplayer projects, optimizing development and writing maintainable code.

## PROJECTS

### Collapsed

An open world multiplayer survival shooter in which players will scavenge a post-apocalyptic world looking for items to trade and build their home base with.

Things I worked on: Gameplay Programming, Netcode, Game Design, Character Animation, UI.

### Clothing Culler

A tool, published on the [Unity Asset Store](#), that helps developers solve clipping issues between their characters and clothing.

Things I worked on: Editor Scripts, UI & UX, Documentation, Customer Support.

### Team Obstacle Course

A competitive team-based platformer that alternates between obstacle courses and minigames.

Things I worked on: Gameplay Programming, Game Design

## EMPLOYMENT HISTORY

### Co-Founder, Salvage Studios

Eindhoven

2018 — Present

I started this company together with a college friend right after graduating. At this point we had already fleshed out most of the design for the [Collapsed](#) project and had started prototyping. After a year a half of working on the project part-time, we went to Gamescom and pitched it to publishers. Following a positive reception, we brushed up our graphics and worked on more core features. When the pandemic struck, we started working on the project full-time and made a final push towards a first playable version. Armed with a trailer and a completed first-playable we visited Gamescom again in 2021, but despite our best efforts we didn't manage to get the funding we needed to continue the project. While publishing [Clothing Culler](#) in the meantime, we started designing [Team Obstacle Course](#). Being a much smaller project without realistic graphics, this project was a much better fit for our two-man team. After seven months of part-time prototyping we didn't manage to find a unique and fun gameplay loop we were satisfied with, so we decided to discontinue the project and pursue other career opportunities.

## Software Engineer, 2TCI

Breda

2022 — 2022

During my time at this company I built a portal where teachers can plan and grade exams. When scans of paper answer sheets were uploaded, the system would pre-process them to remove unwanted pen marks and then use a pre-trained machine learning model to determine which boxes are ticked.

Frameworks used: *ML.NET, MVC, Windows Forms, Angular 12, Entity Framework, OData, OpenCV*

## Software Engineer, Netaspect Software

Breda

2018 — 2020

When I returned to this company after graduating, I was part of a mixed development and consultancy team. Here I worked on internal tools, a portal where customers can take out insurance and was also tasked with deploying new versions to production environments. After a year I joined the development team and worked on various new features of the insurance framework.

Frameworks used: *ASP.NET, Windows Forms, Angular, Windows Workflow, Microsoft DSL, SharePoint, PowerShell*

## Software Engineer Intern, TrueLime

Breda

2017 — 2018

During this internship I built a chatbot that could monitor the mental wellbeing of assisted living residents. The bot would contact the residents on a regular basis using Telegram to check in on them and could answer basic questions.

Frameworks used: *Microsoft Bot Framework*

## Software Engineer Intern, Netaspect Software

Dordrecht

2016 — 2016

During this half-year internship I was tasked with upgrading internal tools to a newer .NET Framework version. I also managed to meet with some of the users and was able to make a couple of usability improvements along the way. When the internship ended, I was asked to stay and I ended up spending the rest of my summer vacation working on upgrading Windows Workflow implementations and small backlog items.

Frameworks used: *Windows Forms, Microsoft DSL, Windows Workflow*

## EDUCATION

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## Bachelor ICT & Software Engineering, Fontys Hogescholen

Eindhoven

2011 — 2018

Starting off as a broad education, after the first semester I chose to go in the *Software Engineering* direction. In the second school year I got introduced to Unity, after choosing the *Game Design & Technology* elective. In the third year I spent the minor-semester at a company that makes VR games.