



Mark van Drimmelen

SOFTWARE ENGINEER & GAME DEVELOPER

Profile

I am a passionate software engineer and game developer who's looking for a full-time job in the gaming industry. I enjoy creating multiplayer games, optimizing development and writing maintainable code.

Please refer to my [portfolio](#) for an overview of projects I have worked on.

Education

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.

HAVO, Dongemond College, Raamsdonksveer

2006 – 2011

In the third school year I chose the *Nature and Health* profile which included Physics, Chemistry and Biology. As the free elective, I chose geography.

Employment History

Co-Founder, Salvage Studios, Eindhoven

2018 – PRESENT

While still in college, a friend and I were already spending a lot of time designing our open world survival game and started doing some prototyping. Right after graduating we decided to start the company together, working two days a week. As time went by, we learned how to develop a business and how to build and manage long-term projects. After a year a half, we went to Gamescom and pitched the project to publishers. After receiving quite positive feedback, 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 went to 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 our Unity asset in the meantime, we started designing our team-based platformer. Being a much smaller project without realistic graphics, this project was a much better fit for our two-man team. After seven months, we decided to pursue other career opportunities and do customer support for our Unity asset in our spare time.

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*

Details

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DRIVING LICENSE

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DATE OF BIRTH

26-03-1993

Skills

.NET Programming (C#)

Agile Development (SCRUM)

Unity Engine (C#)

Unity Editor Scripting (C#)

Netcode (C#)

Languages

Dutch

English

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*