

Location: Lier, Belgium

Email: sybren.vp@gmail.com



Experience

- **Game Developer** - Rogueside NV (2020 - Present)

Developed and optimized game mechanics in Unity, collaborated with artists and designers to create immersive experiences.

- Developing in **Unity** Engine
- Gameplay system architecture
- **Networking** & Database management using Azure Playfab and php
- **CI/CD** pipeline setup and maintenance using AWS and TeamCity
- **Porting** to current and previous generation console platforms (Nintendo Switch, Xbox Series, Playstation 5, Android, iOS, Xbox One, Playstation 4, tvOS)
- Released games: Hidden Through Time, Warhammer 40,000: Shootas, Blood & Teef, Hidden Through Time 2 (Magic & Discovery), Best Served Cold

Education

- **Bachelor of Game Development** - Howest, Digital Arts and Entertainment (2017 - 2020)

Specialized in Game Development

Skills

- Game Engines: Unity, Unreal Engine, Godot
- Programming: C#, C++
- Tools: Git, Atlassian environment, TeamCity, AWS, Playfab
- Proficient with porting, netcode, Unity tool development