

Channing Eggers

Game Developer | Programmer

Programming Languages

C++

Human Languages

Dutch (Native) | English (Fluent)

Game Engines

Unreal Engine 4 | Snowdrop | Game Maker 1.4

Software Experience

Visual Studio (Code) | Git | Perforce | CMake | Doxygen

Project Management Experience

Jira | Trello | Scrum | Kanban

Competencies

Punctual | Logical Thinker | Problem Solver | Strives to Write Clean Code | Hard-Working | Communicative

Contact

 Dutch Nationality

 North Brabant,
The Netherlands

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 github.com/TDCRanila

 gitlab.com/TDCRanila

A game developer **based in The Netherlands** with a focus on **Gameplay & AI / NPC Programming**. Also occasionally likes to work on engine and tools related topics in their personnel projects. Has **worked on multiple multidisciplinary game projects** in their career and studies at **NHTV / BUAS**.

Projects & Work Experience

Tom Clancy's The Division 2: Warlords of New York

Junior Gameplay Programmer (AI / NPC) Intern

Massive Entertainment – A Ubisoft Studio

September 2019 – June 2020

- Was a **full member of the NPC team** – joining in sprint reviews, meetings, play-tests, etc.
- Worked on several post-launch updates and did **feature work, bug-fixing, and polishing** for the 'WoNY' expansion.
- Worked on various aspects of **AI/NPC features & systems** within the project and helped improve them.
- **Closely collaborated with level design** regarding **cooperative NPCs** – highlighting the work done for the intro mission of the expansion.

Captain Starshot

Generalist Programmer | (team of 20+)

NHTV / Breda University of Applied Sciences

September 2018 – July 2019

- Roguelike Top-Down Shooter with Procedural Level Generation released on Steam.
- **Unreal Engine 4** Blueprint & **C++ Development**.
- Worked on **PCG and Gameplay Systems**.
- Was the **Perforce & Engine Technical Support** for the team. (UE4, Blueprints, and C++)
- Dedicated **Build Engineer**.

IGArt Framework

Generalist & AI Programmer | (team of 10)

NHTV / Breda University of Applied Sciences

April 2018 – June 2018

- **Custom C++ framework/engine** with an editor for creating simple 2D Platformer games.
- **C++ multi-platform development** for Windows & PS Vita.
- Implemented a **custom 'Behaviour Tree System'** and in-editor tool.

Education

IGAD / Creative Media and Game Technologies

(HBO – Bachelor's Degree in Computer Science)

NHTV / Breda University of Applied Sciences

September 2016 – 2020

- Worked on multiple multidisciplinary game projects using professional game engines, custom engines, and APIs.
- Gained experience in project management & planning, game design, communication, programming, self-development & reflection, and researching.

Higher General Secondary Education (HAVO)

Secondary Profile: Nature and Technique (Science Orientated)

September 2011 – June 2016