Tom Kemna, C++ Gameplay Programmer

Ubisoft Massive Entertainment (Sweden), 2019 – Current.

Unannounced IP

C++, Character, Camera and Controls

(2024 – Current, Pioneer Project)

Code System Ownership:

- Character Movement
- Equipment & Weapons
- Player Animation code
- Status Effects
- Builder system nodes

Technical Expertise/Responsibilities:

- Technical system architecture
- Threading support
- Networking support
- Prototyping and Brainstorming

Avatar: Frontiers of Pandora

C++, Gameplay Programmer

(2021 – 2024 Launch, Post-launch, DLC)

Code System Ownership:

- Player Skills
- Status Effects
- Character Loading
- Visual Customization
- Character Creation

Areas of Expertise/Responsibilities:

- Character Optimization
- Threaded Loading
- Networking & Data Replication
- Serialization of Gameplay Data
- Monetization Systems
- Saving and Loading Profiles

The Division 2: Warlords of New York

C++, 3C Programmer Internship, Launch Support

(2020, DLC)

Code System Ownership:

- Status Effect Feature, Code Ownership

Areas of Expertise/Responsibilities:

- Gameplay Ability implementations (Skills)
- Refactoring existing implementations
- Continuing previous responsibilities

The Division 2

C++ Gameplay Programmer Internship

(2019, Post-Launch)

Technical Expertise/Responsibilities:

- Networking and Data Replication
- Movement system Fixes and Improvements
- Shooting Mechanics

Bachelor's Degree (cum laude)

(2016 – 2020, Netherlands)

International Game Architecture and Design, Breda University of Applied Sciences

Grade Average 8.5 (10-point system)
Topics covered:

- C++
- AI
- Math
- Algorithms
- Data Structures
- Teamwork
- Project Management

GitHub

https://github.com/Tdead1/

Website

www.tomkemna.com

LinkedIn

https://www.linkedin.com/in/tom-kemna-5bb774139/

Skillset

C++
Game Engines
Rust
C#
JavaScript
HTML
CSS

Languages

Dutch (Native)
English (Cambridge CPE C2)
German (Upper Secondary Level)
Swedish (Basic)
French (Lower Secondary Level)
Finnish (Novice)