



JESSE VAN VLIET

Gameplay Programmer

ABOUT ME

I am a 28-year-old gameplay programmer from Breda, the Netherlands currently contributing to the MMORPG Ember Sword. I have a passion for developing various game mechanics, with a particular focus on creating dynamic AI that enhances player experiences, especially in multiplayer settings. In my spare time, I engage in personal projects where I explore new programming languages and experiment with self-designed game mechanics, continuously striving to expand my skill set both in design and coding.

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Breda, the Netherlands

EDUCATION

Pre-Master AI

Utrecht University
2020 - 2021

HBO BSc CMGT

University of the Arts Utrecht
2015 - 2019

MBO Game Development

ROC A12
2011 - 2014

EXPERTISE

(Gameplay)
Programming

Unreal (and C++)

Unity (and C#)

Networking

AI Behaviors

LANGUAGE

Dutch

English

WORK EXPERIENCE

Bright Star Studios | Copenhagen 2021 - Present

Gameplay Programmer

- Contributing to the development of "Ember Sword," a web/client-based MMORPG.
- Primarily focused on the design and implementation of various gameplay systems, as well as system maintenance.
- Occasionally involved in engine and tooling enhancements for the custom game engine, 'Radiance'.

You-Get | Amsterdam 2019 - 2020

RPA Programmer

- Worked as a consultant and engineer, specializing in the creation of bots for corporate clients, primarily on-site.
- Developed solutions focused on enhancing productivity by reducing time spent on repetitive tasks.
- Occasionally designed and implemented bots for more complex, intelligent tasks tailored to client needs.

Flavour | Amsterdam 2017 - 2018

Jr. Game Developer

- Began my journey at Flavour as an intern and transitioned into a part-time game developer role.
- Contributed to the development of "Hack Stevie", a project that later inspired the sequel "Hack Shield".

REFERENCES

Joris Huijbregts

Bright Star Studios | CTO
Email: joris@brightstar.studio

Anders V. Rostgaard

Super Cell | Gameplay Lead
Email: tbd