

# JESSE VAN VLIET.XYZ

## Gameplay Programmer

## ABOUT ME


I'm obviously interested in games: from competitive titles like DotA to games like Factorio. I occasionally play board games. In my spare time I work on hobby projects, explore new programming languages, and enjoy creative activities like painting and graphic design. I also take care of my office employees (cats).

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 [Breda](#), the Netherlands

 Dutch, English

## EXPERTISE

### ○ Unreal Engine (for 3D)

**Networking** - also Steam & EOS

**AI Systems** - BTs, EQS

**C++** - also native for inhouse eng.

### ○ Unity Engine (for 2D)

**DOTS** - currently learning

**Android**

**C#**

### ○ Other

**Noesis** - xaml & C++ intergration

**AI Behaviors** - Multi Agent Systems

**ECS** - primarily using EnTT

**ImGui** - for tools (+ imNodes)

**Autodesk Maya** - for prototyping

**VR** - occasionally experiment in VR

## EDUCATION

'20 **Pre-Master**  
Artificial Intelligence  
@ Utrecht University

'15 - '19 **Bachelor of Science**  
Creative Media and  
Game Technology (CMGT)  
@ University of the Arts Utrecht

'11 - '14 **Vocational Education**  
Game Development @ ROC A12

## WORK EXPERIENCE

2021 - Present

### ○ Gameplay Programmer | Bright Star Studios

Mid level, permanent, remote

- Developed new gameplay systems for both client and server-side, including interaction mechanics, gathering, questing, combat abilities, and more for our MMORPG Ember Sword, using EnTT (an ECS framework).
- Created AI systems to enhance creature behaviors, providing a more 'lifelike' feel, and implemented environmental systems to make boss fights more dynamic and engaging. For this we wrote our own behavior trees using ImGui and ImNodes.
- Designed new game mechanics such as 'Trade Packs,' combining existing systems into a unique social experience involving both PvP and PvE elements.
- Built tools for our in-house C++ engine 'Radiance' including a behavior tree editor, state machine visualizer, and editor functionality to improve user workflows.
- Supported game data persistence using Go and RabbitMQ for player progression.
- Worked on UI tasks using Noesis, implementing game mechanics such as the Quest Windows, Tooltips, and various player information displays like nameplates, etc.

2019 - 2020

### ○ RPA Programmer | You-Get B.V

Permanent, hybrid

- Worked as a consultant specializing in bots for corporate clients using UiPath and AI.
- Created bots for different clients on different operating systems and often replaced legacy workflows.
- Designed and implemented "more intelligent" bots for more complex tasks tailored to specific clients.

2017 - 2018

### ○ Game Developer | Flavour

Internship & part-time, on-site

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

## REFERENCES

Anders V. Rostgaard  
Super Cell | Gameplay Lead

Joris Huijbregts  
Bright Star Studios | CTO



**INTERESTED?**  
LET'S GRAB A VIRTUAL COFFEE

## PROJECTS @ Bright Star Studios

> **Ember Sword**: a f2p sandbox MMORPG with minimal load times in browser or client.

Combat Systems



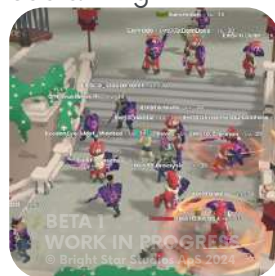
Gathering Systems



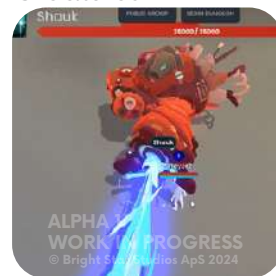
Multiplayer Bossfights



Socializing

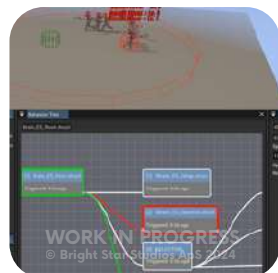


Creatures

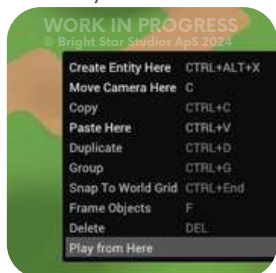


> **Radiance in-house Engine**: an in-house c++ engine using ecs, imgui for visuals and a custom network stack.

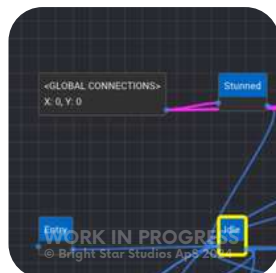
Behavior Tree Editor



Usability Tools



State Machines



Crafting Editor



Item Editor



## PROJECTS @ Indie

> **Farmion**: a time-management wizard-themed farming sim, including cooperative play!

Physics Interactions



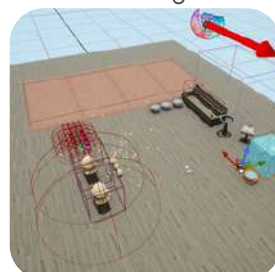
Co-op & Steam



Demo: Cooking



Demo: Planting



Overview of Game



> **BitFarers**: co-op fps dungeon crawler

FPS, enemies & co-op

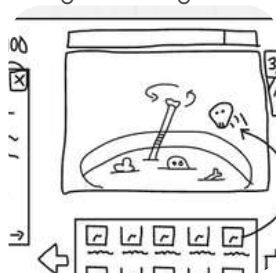


Seamless traveling

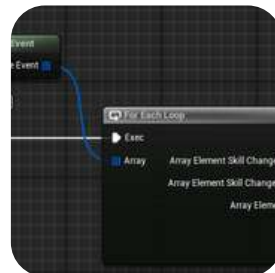


> **Wizid**

Idle game using ECS



+ Generated BPs



> **Idle Cards**

Afk progression, AI



## PROJECTS @ University

> **WFC**

Level Generation Alg.



> **Kio**

Glassblowing SP



> **GameWorks**

City management



> **Bound Core**

Boss-fight couch co-op



> **SIZEmatters**

VR scaling mechanics

