

JESSE VAN VLIET.XYZ

C++/C# Programmer

ABOUT ME


Skilled C++ and C# Developer with 5 years of experience in building scalable systems, AI programming, and event-driven architectures. Proficient in Unity, Unreal Engine, and custom frameworks, with expertise in developing tools, backend systems, and interactive applications across diverse industries.

 [linkedin.com/in/jesse-j-van-vliet/](https://www.linkedin.com/in/jesse-j-van-vliet/)

 jesse.vanvliet@hotmail.com

 www.jessevanvliet.xyz

 +31 6 19 59 22 10

 [Breda](#), the Netherlands

 Dutch, English

EXPERTISE

○ C++

Networking - also UE Steam & EOS

AI Systems - BTs, EQS

Unreal Engine - game dev

Radiance - proprietary engine

○ C#

Unity - game dev

UiPath - bot dev

○ Tools, frameworks, etc..

Noesis UI - xaml & C++/C# intergration

AI Behaviors - Multi Agent Systems

ECS - EnTT/flecs (DOTS: Learning)

ImGui - for tools (+ imNodes)

Autodesk Maya - 3D prototyping

Android Development

Verse - for UEFN

EDUCATION

'20 **Master of Science**
Artificial Intelligence (Incomplete)
@ 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 C++/C#/py | 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.
- 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 C# | 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 C# | 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

Joris Huijbregts
Bright Star Studios | CTO

Anders V. Rostgaard
Super Cell | Lead Programmer



INTERESTED?
LET'S GRAB A VIRTUAL COFFEE