

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++ integration
- 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

REFERENCES

Anders V. Rostgaard
Super Cell | Gameplay Lead

Joris Huijbregts
Bright Star Studios | CTO



INTERESTED?

LET'S GRAB A VIRTUAL COFFEE

WORK EXPERIENCE

○ **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.

○ **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.

○ **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".

PROJECTS @ Bright Star Studios

> [Ember Sword](#): a f2p sandbox MMORPG with minimal load times in browser or client.

Combat Systems



Gathering Systems



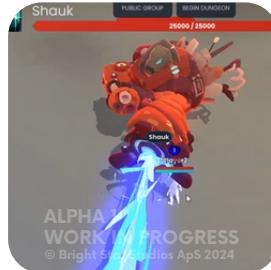
Multiplayer Bossfights



Socializing

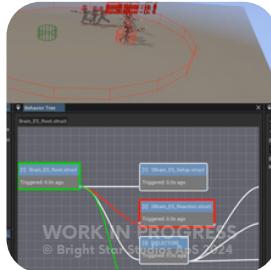


Creatures



> [Radiance in-house Engine](#): an in-house c++ engine using ecs, imgui for visuals and a custom network stack.

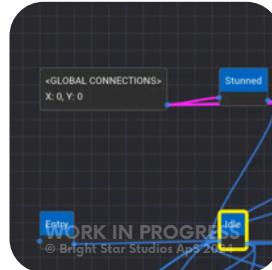
Behavior Tree Editor



Usability Tools



State Machines



Crafting Editor



Item Editor



PROJECTS @ Indie

> [Farmion](#): a time-management wizard-themed farming sim, including cooperative play!

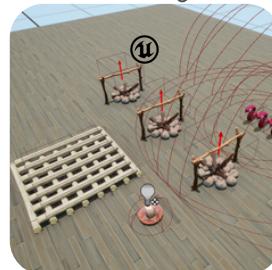
Physics Interactions



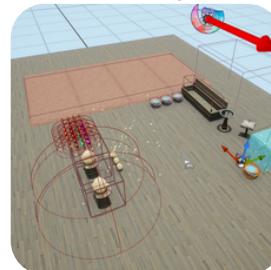
Co-op & Steam



Demo: Cooking



Demo: Planting



Overview of Game

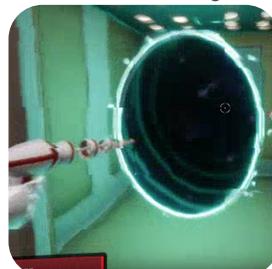


> [BitFarers](#): co-op fps dungeon crawler

FPS, enemies & co-op

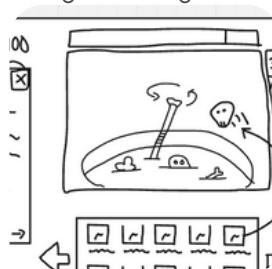


Seamless traveling

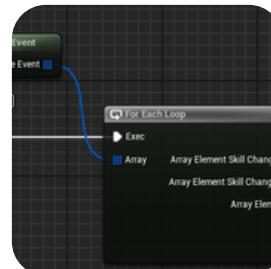


> [Wizid](#)

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

