QUINTEN LANSU

PASSIONATE ABOUT USER INTERFACES

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SKILLS

C++ 17/20/23

Typescript

JavaScript ES2020

React

Svelte

Python 3

Qt 5

Coherent Gameface

Autodesk Scaleform

Figma

Mentoring

Jira

Lean Startup

Scrum

Agile

CREDITS

Skull & Bones (2024)

Far Cry 6 (2021)

Deus Ex: Mankind Divided (2016)

Rise of the Tomb Raider (2015)

Lara Croft and
the Temple of Osiris (2014)

Thief (2014)

EXPERIENCE

PRINCIPAL UI PROGRAMMER

Something Mighty - Avalanche Studios | Oct 2021 - Now

Built a high-performance UI framework for Coherent Gameface. Implemented the in-game map screens and minimap widget.

SENIOR UI PROGRAMMER

The Multiplayer Guys | Jan 2021 - Sep 2021

Built a custom renderer for React to bind existing UI controls. Worked exclusively remotely.

LEAD UI PROGRAMMER

Ubisoft Berlin | Mar 2018 - Dec 2020

Worked with a cross-disciplinary team to implement features on several AAA game projects. Provided leadership and guidance for multiple direct reports and defined the technical vision for UI.

SENIOR UI PROGRAMMER

Bigpoint GmbH | Jun 2016 - Feb 2018

Implemented the user interface for a free-to-play game project based on *Game of Thrones* using Amazon's Lumberyard engine.

SYSTEMS PROGRAMMER

Nixxes Software BV | Aug 2013 - May 2016

Worked on the PC conversion of multiple AAA game projects. Developed an internal library for sharing tech between projects.

EDUCATION

International Game Architecture and Design
NHTV University for Applied Sciences
Breda, the Netherlands