QUINTEN **LANSU**

PASSIONATE ABOUT USER INTERFACES

+49 174 16 70 395   qlansu.nl   quintenlansu@gmail.com

SKILLS

C++ 14/17/20
React
TypeScript
JavaScript ES2020
HTML 5
Python 3
Qt 5
C#
ActionScript 2/3
Scaleform
Coherent UI
Figma
Mentoring
Lean Startup
Scrum
Agile

CREDITS

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

SENIOR UI PROGRAMMER

The Multiplayer Guys | Jan 2021 - Now

Built a custom renderer for React that allows users to write components that are mapped to UI controls from an existing C++ framework. 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

Provided technical vision on user interface for a free-to-play game project. Implemented new features for Amazon's Lumberyard engine. Managed two direct reports.

SYSTEMS PROGRAMMER

Nixxes Software BV | Aug 2013 - May 2016

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

EDUCATION

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