QUINTEN LANSU

PASSIONATE ABOUT USER INTERFACES

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SKILLS

C++ 17/20/23

Typescript

JavaScript ES2020

React

Svelte

Python 3

C#

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

SOMETHING MIGHTY | Principal UI Programmer

Guerrilla Games | Sep '24 - Aug '25

Provided support for building content and improving their custom UI framework while ramping up to alpha

Avalanche Studios | Oct '21 - Aug '24

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

THE MULTIPLAYER GROUP / BETHESDA

Senior UI Programmer | Jan '21 - Sep '21

Built a custom renderer for React to bind existing UI controls. to JavaScript and worked exclusively remotely

UBISOFT BERLIN

Lead UI Programmer | Mar '18 - Dec '20

Provided guidance for multiple direct reports and defined the technical vision for UI on several AAA game projects

BIGPOINT

Senior UI Programmer | Jan '16 - Feb '18

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

NIXXES SOFTWARE

Systems Programmer | Aug '13 - May '16

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