

QUINTEN LANSU

Front-End Developer

Passionate about developing beautiful interfaces!

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

SKILLS

Mentoring
Lean Startup
Scrum
Agile
C++ 11/14/17
Qt 5
C#
Python 3
JavaScript ES9
CSS 3
HTML 5
ActionScript 2/3
Scaleform
Coherent UI
Figma

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

LEAD UI PROGRAMMER

Ubisoft Berlin | March 2018 - Now

Worked with a cross-disciplinary team to Implement features for multiple AAA game projects. Helped the team define the technical vision for the user interface. Provided leadership and guidance for multiple direct reports.

SENIOR UI PROGRAMMER

Bigpoint GmbH | June 2016 - February 2018

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

SYSTEMS PROGRAMMER

Nixxes Software BV | August 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