

Curriculum Vitae

Personal Information

- **Name:** Koen van Rijn
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 - **Date of birth:** 27 September 1993
 - **Nationality:** Dutch
 - **Portfolio:** <https://koennie270993.github.io/portfolio/>
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Relevant Education

HBO-ICT | Sep 2015 - Jul 2019 Hogeschool van Amsterdam, Amsterdam *Degree achieved*

HAVO | Sep 2010 - Jun 2012 Nova College, Beverwijk *Degree achieved*

VMBO-TL/MAVO | Sep 2005 - Jun 2009 Kennemer College, Heemskerk *Degree achieved*

Relevant Work Experience

Game Developer | CoolGames, Amsterdam

Oct 2019 – Present

At CoolGames, I was part of multiple long-term projects to create casual HTML5 games targeted for release on social platforms like Facebook and Snapchat.

Farm Merge Valley (Launched November 2022)

Farm Merge Valley is a casual farming and merging game available on multiple platforms, including Facebook Gaming, Discord, Microsoft, CrazyGames, Azerion, and multiple smaller platforms which utilize our standalone implementation. It combines traditional farming simulation with puzzle-like merging mechanics, offering a relaxing yet engaging experience. The game has been live for several

years now, with varying performance across platforms. Despite these differences, we've steadily grown our popularity, with our combined community now exceeding 400,000 members and reaching a combined peak daily active user count of 300,000.

This is the largest project I have worked on, the game utilized our own ECS-like implementation with a layer of OOP. During my time I've worked on a lot of different aspects of the game:

- Implementing the ECS part of the game
- Multiple core mechanic features
- Converting Tiled maps to usable data that the game can use to build the map
- Integrating the game on multiple platforms as described above and converting the project to allow creating builds for these platforms all from one repo
- Creating a robust and expandable timed event service, in collaboration with our backend team, that would allow us to run events at any given moment for a set duration

The game was developed with TypeScript, PIXI.js and Node.JS, for the backend we used Nakama.

Battleship for Snapchat (Launched June 2021)

The second project I worked on was Battleship for Snapchat. Battleship on Snapchat was a real-time, turn-based multiplayer game developed by CoolGames in partnership with Hasbro and Snap Inc., launched on June 30, 2021, as part of the Snap Games platform.

The game could be played asynchronous as well as synchronous, it featured special power-ups which would give a different dynamic to the game. The game was a hit on the platform with over 200k DAU at its peak.

The game was developed using PIXI.js and JavaScript/TypeScript. During development we made a move to convert the project from JavaScript to TypeScript to improve the quality and maintainability of the game. My main focus within the project was on the gameplay and being able to switch the game between synchronous and asynchronous gameplay.

Storm Skaters (Launched September 2020)

My first project was Stormskaters, a real-time 3D multiplayer hoverboard racing game, launched globally on September 15, 2020, exclusively for the Snap Games platform within Snapchat. In Storm Skaters, players race on flying hoverboards, aiming to stay ahead of an encroaching storm while navigating through obstacles and traps left by other players. The first player to reach the finish line wins the match. The game emphasizes fast-paced action and competitive multiplayer dynamics.

The game was developed using PlayCanvas and was mainly written in Javascript. My focus within the project was on procedurally creating the map with obstacles so that every race had a different 'road' and a different experience. Aside from that, I worked a lot on the different "power-ups" that could be used during a race with each power having different behaviors.

Game Developer/Intern | Cloud Games, Haarlem

Aug 2018 – Jun 2019

During my studies I worked part-time at Cloud Games as a Javascript Developer. I created playable advertisements that work on any platform and any device. I did this in collaboration with the design team and QA team. Close communication with the customer was used during the development.

Intern Unity Developer | Capitola VR, Amsterdam

Jul 2017 - Jan 2018

As a Unity Developer I spent most of my time developing applications for the HTC Vive in Unity3D. I also worked with different VR HMDs like the Samsung Gear VR and the Fove. Together with Lourens Kaufmann, another developer at Capitola Digital at the time, we found a way to combine the eye-tracking from the FOVE, a VR HMD, with a foveated rendering technique. This was done in Unity. We ended up writing a shader that increased performance substantially by making the camera render several layers of decreasing detail from the point the user was looking at.

Skills

Languages

- Dutch: Native
- English: Fluent

Technical Skills JavaScript, TypeScript, Node.js, PIXI.js, Git, C++, Unity3D, C#, Python, React, Angular