

Michael Göebel

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Student

Lisse, Zuid-Holland

Skills

Languages: C++ (5 years), Java (1 year), Python (1 year)

Gameplay programming: Implementation of gameplay systems and logic in C++

Misc: Familiar with the Unreal Engine 4 and Cocos2d-x engines. Experience with Lua for rapid prototyping of parameters. I also have experience with working in a team of five people on a 6 month project. In addition to programming I also supported the designers during this project.

Work Experience

Logistics Employee

De Schakel, Sassenheim

Sep 2012 – Mar 2019

I was responsible for the timely distribution of incoming goods. During this time I learned to perform my duties with little supervision and to work with others to achieve a common goal.

Project Experience

Firework Exhibition:

Languages: C++, GLSL

Description: A 3D environment where the player can view various firework explosions. I designed a very small engine on top of OpenGL for player movement, object loading and firework particles. I also implemented some post-processing shaders.

Megaman Battle Network Clone (*work in progress*):

Languages: C++

Description: Clone of my favorite Gameboy game. A 2D game build on top of the Cocos2d-x engine where the player battles opponents using collected chips/cards on a 6x3 grid. So far I have implemented systems to load customised grids, select & use cards, and handle player & AI movement. I also implemented some enemy types and a dozen cards.

Coach Cockpit:

Languages: Java

Description: This was a 5 person project that lasted half a year where we had to build a graphical tool to display graphs and statistics for analysed soccer matches. During this project I learned to iteratively design software in a team. Although I spend most of the time programming the backend, I also cooperated with the designers for the frontend.

Education

BSc Computer Science

Leiden University, Leiden

2016 – 2019

Honors: *cum laude*

Favorite Games

Rimworld, The Witness, Super Smash Bros. Melee, Prey (2017), Rome: Total War, Dark Souls, CrossCode, Hyper Light Drifter, Metroid Fusion