

# Jelle Voet | Game Programmer

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*Everything can be achieved, given enough time*

## Education

### Hogeschool West-Vlaanderen

*Bachelor, distiction*

Digital Arts And Entertainment

Kortrijk, Belgium

2007–2010

### Katholieke Universiteit

*Bachelor, unfinished*

Computer Science

Leuven, Belgium

2005–2007

## Languages

**Dutch** : Mother Tongue

**English** : Fluent

**French** : Moderate

**German** : Basic Understanding

## Additional info

**Driving** : License B

## Work Experience

### GRIN bvba

*Lead Programmer, Producer*

An intense but varied learning curve where I went from junior programmer to lead programmer, and producer of some smaller projects.

Antwerp, Belgium

2010–2015

### ToMo-design

*Digital Multimedia Assistance*

Self employed business, providing a variety of services from web-design, to dvd-mastering and graphics.

Berlaar, Belgium

2006–2011

## Skills

### Languages .....

C/C++ : Good  
**C#** : **Excellent**  
Java : Moderate  
**php** : **Excellent**  
Python : Moderate  
Prolog : Basic  
Haskell : Basic  
L<sup>A</sup>T<sub>E</sub>X : Moderate  
Objective C : Basic  
**HTML/CSS** : **Excellent**  
Javascript : Good  
**SQL** : **Excellent**  
AS2 : Good  
AS3 : Basic  
Assembly : Basic  
Bash : Basic  
SWIG : Moderate  
HLSL : Good  
GLSL : Moderate

### Software.....

Linux (deb) : Good  
**Windows** : **Excellent**  
Visual Studio : Good  
Eclipse : Good  
**Unity3d** : **Excellent**  
**UE3** : **Excellent**  
3D Studio Max : Good  
Photoshop : Good  
**Subversion** : **Excellent**  
Git : Moderate  
Perforce : Basic  
Apache : Moderate  
IIS : Moderate  
cmake : Good  
PhotoServer : Moderate  
Smartfox2X : Good

### Specialties .....

Virtualisation : Moderate  
Threading : Good  
**Networking** : **Excellent**  
OAuth : Good  
Ai : Good  
Gameplay : Good  
**Multiplayer** : **Excellent**  
EventBased : Good  
**StateMachines** : **Excellent**  
HUD/UI : Good  
MobileApps : Moderate  
Json/XML/Yaml : Good  
Rendering : Good  
Shading : Moderate  
Physics : Good  
**Animation** : **Excellent**  
3DMath : Good  
Ajax : Moderate

## Professional portfolio

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- Woolfe** (Lead Programmer, System Engineer) ..... **Steam Game**  
UE3
- Automated build pipeline.
  - UE3 native (C++) customisations and binding with UnrealScript.
  - System design containing: interface, levelloading, camera, pawn, input, ...
- ForestPals** (Producer, Lead Programmer, System Engineer) ..... **Mobile-/Web-game**  
Unity3d
- Automated multi-build pipeline (iOS, Android, Windows, Web).
  - Custom translation system (part of buildpipeline), upload to and download from cache.
  - ForestPals system design.
- ING/VlaanderenKooktMee** (Programmer) ..... **Mobile video streaming**  
Flash, AS2
- RTMP Protocol.
  - Flash video streaming for mobile.
- Flanders Is A Festival** (Lead Programmer) ..... **Semi-MMO-WebGame**  
Unity3d, Smartfox2X
- Smartfox2X integration (client and server).
  - Zone loading and travelling on demand in a multiuser environment.
  - User management (email and OAuth: Facebook and Twitter).
- Foreign Legion: Multi Massacre** (Programmer, Network Engineer) ..... **Steam Game**  
Unity3d, PhotonServer
- Headless multiplayer integration with insecure player mastering.
  - Advanced scoring and damage distribution over the internet.
  - Cross platform buildtool for Mac and Windows including auto upload.
- Pukkelpop line-up** (Lead Programmer, System Engineer) ..... **Bigscreen Application**  
Unity3d
- Flawless content pulling and pushing.
  - Custom animated visuals.
  - API integration from IFTTT, Dropbox, Twitter, Instagram.
- Forklift Simulator** (Programmer, System Engineer) ..... **Realistic Simulator**  
Unity3d, C#
- Networking Layer to keep all 6 screens in sync over multiple PC's.
  - Licencing integration and webbackend.
- Revellutions Racer** (AI-Programmer) ..... **Webgame**  
Unity3d
- Autolearning grid based ai with avoidance detection and optimal path calculation.
- HotRodRacer** (Lead Programmer, System Engineer) ..... **Facebook Game**  
Unity3d, php
- Custom socket server (TCP, encryption, realtime datastreaming).
  - Webbackend for logs, balancing, economy.
  - Racing physics and ai.
- Research dossiers** (Programmer, Researcher) .....
- 3dtv 2.0 (The future of 3d-television)
  - Omega (Online multiplayer and cloud based gaming)
  - G@S (only partial involvement) (Games at School)

## Hobby portfolio

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- Playground Webframework** (has powered 'Flanders Is A Festival') ..... **Web-framework**  
php, html/css, javascript, sql, ajax
- Optimised for speed, makes heavy use of data caching.
  - Custom template parsing engine, with expression support.
  - Custom database abstraction layer and user-manager implementation.
- Playground Renderframework** (under construction) ..... **Render-framework**  
C++, C#, cmake, SWIG
- Custom memory allocation (pool based and stack based).
  - Graphics abstraction layer (DX9, DX11, OpenGL?).
  - Custom primitive types (Vector, String, Matrix)
- Deferred renderer** (Used for school projects in DAE) ..... **Render-framework**  
C++, C#
- Deferred rendering and shading implementation, resulting in a graduation paper.
  - Included a custom resources pipeline with hot reloading.