



Marc Meijering

Game AI Programmer

CAREER OBJECTIVES

My name is Marc Meijering, and I am a Game Programmer, experienced in Game AI, porting and optimizing games. Graduate from Breda University of Applied Sciences following the IGAD program. Passionate about programming games and enjoy exploring the various types of interesting AI that I can create to challenge players or enhance the overall immersion of the game. Experienced in working in a team environment and collaborating with designers, artists and programmers. Seen as a reliable and efficient team member who takes responsibility for their work. Currently working at Games Farm as Game Programmer.

SKILLS

Software

- Rider
- Visual Studio
- Unity Engine
- Unreal Engine
- Game Maker
- Perforce
- GitHub Desktop
- Jira
- HacknPlan
- Monday.com
- Trello
- Assembla

Programming Languages

- C++
- C#
- Unreal Blueprints

Languages

- Dutch
- English

Other

- Scrum
- Verbal communicator
- Passionate

CONTACT INFO:

Telephone: +31 6 37161586
Email: marc_1997@live.nl
LinkedIn: <https://www.linkedin.com/in/marc-meijering-985b1a155/>
Košice, Slovakia

WORK SUMMARY

GAME PROGRAMMER

Games Farm | 2024-Now

- Jotunslayer
 - Porting to PS5
 - AI Pathing
 - Optimization
- Dollhouse: The Broken Mirror
 - Porting to PS5
 - Optimization

PROGRAMMING INTERN

Warcave | 2021-2022

- Turn-based Strategy game
- Unreal Engine 5
- Worked primarily on the AI
- Project is cancelled

ACADEMIC BACKGROUND

INTERNATIONAL GAME ARCHITECTURE AND DESIGN

Breda University of Applied Sciences | 2018-2022

- 1st year focussed on C++
 - First 3 blocks we needed to work on a project on our own, the projects included making: Space Invaders; a Raytracer; a game on a Raspberry Pi.
 - Last project was a game with a team, our game was called "Sea of Slaps" (see portfolio).
- 2nd year focussed on Unreal
 - This year was focused on making games through a custom engine. The game "Raystorm" (see portfolio) was made in a custom ECS engine, where I was the programmer that worked on the gameplay elements. Another game was made in a custom engine and eventually inside the Unreal Engine, using the same game concept, here I was the programming lead and the game was released on itch.io called "Streamlined Mastermind" (see portfolio)
- 3rd year focussed on Unity and C#
 - Whole year was spent on one project called "Védelem: The Golden Horde" (see portfolio), my main role was taking care of the combat between the AI.
- 4th year focussed on self exploration
 - first 2 block was spent on a internship at the company Warcave
 - last 2 blocks was spent on a personal project making a Crowd Simulation (see portfolio)

HBO-ICT: GAME DEVELOPMENT

Hogeschool van Amsterdam | 2015-2017

- Started learning how to program games here
- Stopped due to having more interest in another education which focussed more on the aspects of game programming that I wanted to see from an education.

HAVO

Bonhoeffer College | 2010-2015

- Graduated with a NT & NG diploma, which contained the technical courses

INTERESTS

Like most game developers, I love playing games myself. The games I play the most are either RPGs or Strategy games. I've played football my entire life and it still something I love doing. I'm a fan of the universe that Tolkien created and I paint miniatures from it when I have the time. Also a lover of music festivals, preferably Drum&Bass.

PORTFOLIO

www.marcmeijering.com