



# MENNO MARKUS

GAME PROGRAMMER

## PROFILE

Hello! I'm Menno, a third year game programming student at BUAS. I love to work on **gameplay systems and low level optimizations**.

My focus is as a generalist with experience as gameplay, AI, tools and engine programmer. I'm accomplished with communication and project management in large multi-disciplinary teams of up to 30 people.

**I'm currently looking for an internship.**

## SKILLS

-  C++, C#, Python, ARMv5TE
-  Unity, Unreal
-  Perforce, Git/GitHub
-  Jenkins, Mantis
-  Jira, HacknPlan

## LANGUAGES

Dutch - Native Speaker  
English - Fluent Speaker

## CONTACT

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-  Breda, The Netherlands

## EDUCATIONAL HISTORY

### Bachelor of Science - International Game Architecture and design

Breda University of Applied Sciences | 2017 - present

- Planned graduation in 2021

### Higher General Secondary Education

Groene Hart Lyceum | 2012 - 2017

- Math Tutoring

## PROJECT EXPERIENCE

### Kari

#### Generalist Programmer

*Unreal Engine | PC | 29 People | 16 weeks*

- Improving and providing tools for designers to work with the database.
- Working with designers to implement all items in the game.

### Skye

#### AI Programmer, Lead Programmer

*Unity | PC | 30 People | 16 weeks*

- Utilizing Unity DOTS system to prototype large ambient AI crowds and dog fighting enemies.
- Participation in production as programming lead for 9 programmers.

### Bit-Buster

#### AI Programmer, Lead Programmer

*Custom C++ Engine | PC | 9 - 25 People | 16 weeks*

- Creating a 3D crowd based path-finding system for a large destructible voxel world.
- Keeping project oversight and planning for 9 programmers.
- Assisting artist and designers by teaching how to use the engine.

## INTERESTS AND HOBBIES

I am interested in everything retro games. In my free time I like to play retro games and work on developing for retro hardware. I love to push the hardware to its limits through low level optimizations and assembly, knowledge of which I frequently apply to optimize my work as game programmer.

I'm also interested in drawing and reading as a way for me to relax outside of games.