MENNO MARKUS

CORE GAME PROGRAMMER

PROFILE

Hi there! I'm Menno, a passionate game programmer with a love for core systems and low level programming. I specialise in writing **networking and engine systems**.

My focus is on designing systems that empower other teams and provide the foundation of the game. Therefore I believe it's both important to understand the users needs and be able to translate this in efficient code. This makes me adept with working in large teams and individuals of various backgrounds.

Please don't hesitate to visit my portfolio to explore my work!

SKILLS

- C++, C, Python, Lua, ARM
- PS5, XBox S/X, Steam, Epic, Linux
- SVN, Git
- Jira, Hansoft

LANGUAGES

Dutch - Native Speaker
English - Fluent Speaker
Japanese - Beginner

CONTACT

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- Cambridgeshire, United Kingdom

PROJECT EXPERIENCE

Warhammer Age Of Sigmar: Realms Of Ruin

Full Core Programmer

Frontier Developments | 3 years, 3 months | C++ Engine

- Creating a deterministic networking simulation from scratch. Including entity component system, component file compiler, reflection and serialisation system and creating tools around this.
- Implementing both in game and socials based networking features taking care of TRC's around this.
- Part of all stages of the project from preproduction to release.
- Collaborating on systems for various teams with different technical backgrounds.

Bit-Buster

AI Programmer, Lead Programmer

24 weeks | Personal C++ Engine | 9-25 People

- Creating a 3D crowd based path finding system for large destructible voxel worlds.
- Contributing AI and gameplay features to our custom C++ engine build from scratch and creating a game with it.
- Managing oversight and planning for our 9 programmers. Teaching other disciplines our engine.

Kari: Stranded on the shores of Vanaheim

Tools Programmer, Gameplay Programmer

16 weeks | UE4 C++ | 29 People

- Creating and improving tools for designers to intact with the online database.
- Working with design and art to implement all items in the game.
- The Rookies award finalist.

EDUCATIONAL HISTORY

Bachelor of Science - International Game Architecture And Design

Breda University of Applied Sciences | Cum Laude

Higher General Secondary Education

Groene Hart Lyceum | Cum Laude

INTERESTS AND HOBBIES

In my free time I'm a fan of everything retro games. I love to push the hardware to its limits, exploring old techniques and delving into assembly programming to squeeze out of few more cycles. Some of which occasionally intertwines with my day to day work. Outside of games I have an interest in language learning and reading, and like to miniature paint and crochet from time to time as a way to relax.