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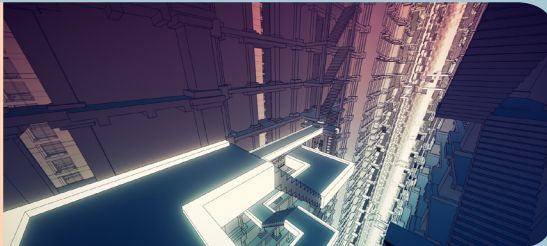
EXPERIENCE

Freelance | Sept. 2019 - Present

Initially worked freelance alongside my full-time job at Coatsink, before fully transitioning to freelance in November 2020.



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Freelance Game Programmer

- Audio Programming on [Manifold Garden](#), integrating gameplay with FMOD events.
- Created a Procedural Animation toolset for Sun Creature (animation studio).
- Lead Programmer on unannounced VR Project at William Chyr Studio.

Coatsink | Nov. 2018 - Oct. 2020

Shadow Point is a VR story-driven puzzle game, narrated by Patrick Stewart. It was nominated for "VR Game of the Year" at the VR Awards in 2019.



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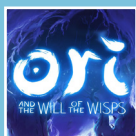


Senior Game Programmer

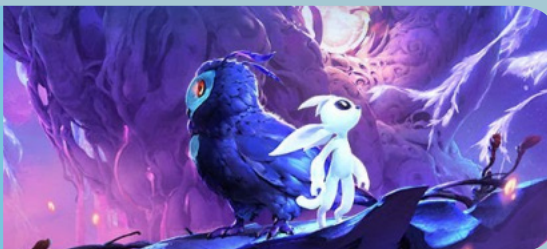
- Shipped [Shadow Point](#): a VR story-driven puzzle game, narrated by Patrick Stewart.
- Shipped [Get Packed](#): the first Unity game on Google Stadia. I also gave a [talk](#) about this.
- Worked on multiple console ports in collaboration with Raw Fury.

Moon Studios | Nov. 2016 - Sept. 2017

Ori and the Will of the Wisps is the sequel to Ori and the Blind Forest. It has won 20+ awards, including Xbox Game of the Year.



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Gameplay Programmer

- Prototyped a large range of new mechanics, such as the Spirit Races, an online time trial gamemode.
- Worked closely with the Lead Designer & Creative Director to implement and prove their ideas.
- Created advanced in-house Unity tools for designers and artists.

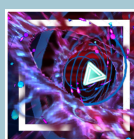
Other Projects

Get Packed



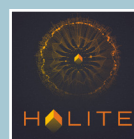
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String Theory



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Halite



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Money Maker Deluxe



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EDUCATION

2014 – 2016
(Completed)
Final GPA: 3.50

University of Utrecht, the Netherlands

Bachelor Computer Science
Specialization: Game Technology

SKILLS

Programming Languages: C#, Python, JavaScript, PHP
Software & Tools: Unity, Visual Studio, Git, SVN, Perforce