Willem-Jan Eeftingh

Contact Information:

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Nationality:	Dutch
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Technical skills

Languages: C#/C++ (4 years)
Software experience: Unity (4, 5, and 2017) and Unreal Engine 4, MonoDevelop, Visual Studio and Code::Blocks, Photoshop, Audacity, Davinci Resolve, Microsoft Office, GitHub and SourceTree, Hansoft.
Tooling and Plugins: Designing and developing 2 level editors, player profiles and performance recording, a Faceshift (Trackerless facial tracking, now used in iPhone X) Unreal plugin, context-aware dialog system and a game economy pipeline.
Gameplay and mechanics programming: Implementation of gameplay systems and logic in C#, C++ and Blueprints, including player controls, an enemy wave spawning system, smartphone tilt controls, tycoon-style building mechanics and VR motion capture interaction systems.
Misc: Some experience in; Network programming (TCP/IP), Game Design Fundamentals, Software engineering principles, Game Engine features (OBB Collisions, OpenGL Graphics Rendering), LUA Scripting implementation, developing VR Experiences.
Other: I have experience working in interdisciplinary groups (4 - 8 people) with artists and programmers on short and longer project (3 weeks - 6 months), taking on roles such as Lead Programmer and Project Lead.

Education:

2013 - 2017	Study:	Bachelor Game Engineering
	University:	Saxion University of Applied Sciences
	City:	Enschede
	Result:	Graduated with a 9
2002 - 2007	Study:	Havo: Natuur & Techniek + Natuur & Gezondheid
	School:	Twents Carmel Lyceum
	City:	2002-2004 Losser - 2004-2007 Oldenzaal
	Result:	Graduated

My best work:

Project Myron (PC) *2017*
Roles: Project Lead & Input and Gameplay Programmer
Engine & Languages: Unity 2017 - C#
Misc: Project Myron is a prototype that shows the potential of combining the XSens mocap suit and Manus VR gloves with an XMG Walker backpack PC and the Oculus Rift, to deliver a Full Body immersive untethered VR experience. An 8 students graduation project, 4 artists, and 4 programmers, where I build the implementation of the Manus VR glove integration, interactions and gameplay. I also created a gesture recognition system and I lead the team.

Nano Aenigma (Android) *2014*
Roles: Gameplay and Tools Programmer
Engine & Languages: Adobe Flash - Actionscript 3

Misc: Nano Aenigma is an Android mobile puzzle game where you navigate a ball through levels using the tilt controls and solve puzzles using the 4 materials with unique properties the ball can be changed into. I designed and developed a level editor that allowed the level designers to drag and drop level elements. This level editor used the layout of the game assets to make a TXT file, that the game would load, parse and run as a level. This made for short iteration cycles and as a result, made testing of new ideas not only possible but fast.

Context-Aware Dialog System (Unity) *2017*
Roles: Tools Programmer
Engine & Languages: Unity 5 - C# + LUA
Misc: The context-aware dialog system is able to keep track of player actions and has an understanding of the context the player is in and uses these facts to evaluate rules written in LUA scripts to determine what line of dialog to choose. This tool allows writers to write rules about when and what dialog should be used based on the facts as recorded by the game's systems. This means that player choices have a direct effect on the dialog.

For more about my portfolio please visit: www.wjeeftingh.nl

Work Experience:

2017 – 2018	Company:	Byte Anvil Games, Almelo
	Role:	Co-founder, and Mocap Developer
	Period:	From 09-2017 to 03-2018
2015 - 2016	Company:	TinQwise, Hilversum
	Role:	Intern - VR Developer
	Period:	From 09-2015 to 01-2016
2008 – 2016	Company:	De Twentse Zorgcentra, De Losserhof, Losser
	Role:	Productiekeuken medewerker
	Period:	From 08-2008 to 07-2016
2006 – 2008	Company:	Plus supermarkt, Losser
	Role:	Vulploegmedewerker
	Period:	From 11-2006 to 01-2008

Miscellaneous:

Favorite games: Assassin's Creed Brotherhood (PS3), Fez (PC), Portal 1+2 (PC), Super Mario Galaxy (Wii).

Other: Traveled through South East Asia from 07-2017 to 11-2017.