

Willem-Jan Eeftingh

Contact Information:

Address: Stroinksbleekweg 20-15, 7523 ZL Enschede
Nationality: Dutch
Date of birth: 16-05-1990
E-mail: info@wjeeftingh.nl
Mobile: 06 23 07 33 85
Website: www.wjeeftingh.nl



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.

Faceshift Plugin UE4 (PC) 2016

Roles: Tools Programmer

Engine & Languages: Unreal Engine 4 - C++ & Blueprints

Misc: As part of my internship I was tasked with making a plugin for Faceshift for the Unreal Engine 4. Faceshift is software that can do markerless facial tracking using a depth camera. To use the data that Faceshift provides in real-time in Unreal Engine 4, I had to write a custom plugin in C++ to communicate with the Faceshift software and read and parse the messages it was sending, and provide the data to blueprints. There the face could be retargeted and would then animate in real-time.

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), Klonoa: Door to Phantomile (PS1).

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