Dirk
de Kok
Gameplay Programmer

CONTACT ME

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💻 https://dirkthepr.wixsite.com/portfolio

📍 Netherlands, Open to Relocation

Education

Breda University of Applied Sciences
International Game Architecture and Design | Programming | Bachelor of Science
2017 - 2021

Cambreur College
Bilingual HAVO | High School
2012 - 2017

Skills

Languages:
- C++
- C#
- Python
- Unreal Blueprints

Engines:
- Unity
- Unreal 4 and 5
- Custom C++ engines

Platforms:
- Windows, VR
- Playstation 4 & 5
- Nintendo Switch
- Xbox One

Tools:
- Visual Studio
- Jira
- Monday.com
- Trello
- Perforce
- Swarm
- Github

about

I'm Dirk de Kok, an intermediate level Gameplay Programmer. I am known for my cheerfulness and contagious optimism. I am proficient with C++ and C#, Unreal 4, 5 and Unity. A fast learner and an adaptable team player, specialized in Gameplay programming.

work experience

Gameplay Programmer   2022-2023
Studio Red | Breda, Netherlands
- Create a city generation tool in Unreal
- Research and implement the new Gameplay Ability System in Unreal
- Research and develop believable AI with Unreal's new State Tree technology
- Create Pipeline, CI and QA validators and tests to enforce good coding practices and conventions.

Game Programmer   2021-2022
Codeglue | Rotterdam, Netherlands
- Responsibility for the Xbox One platform of the project
- Help out with fixing UI related bugs
- Working with an old, Japanese, custom C++ engine, it's file and scripting system
  - Fix UI and other graphical bugs
  - Fix gameplay bugs, including scripts (and deciphering them)
  - Fix platform related bugs for Nintendo Switch and Windows
- Implement Switch input system
- Leveling up my C++ coding. In particular getting in contact with older coding patterns and learning how to work with them.

Programming Intern   2021
Codeglue | Rotterdam, Netherlands
- Work in Unity, learning about it's systems and features.
- Fix gameplay, graphical, console bugs
- Improve network stability by researching and investigating the codebase. Acting on that research and fix bugs to create a better gameplay experience.
- Leveling up my C# skills while working with Unity