



# DIRK DE KOK

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## GAMEPLAY PROGRAMMER

### PROFILE

Creative, cheerful and contagiously optimistic fourth-year IGAD student at Breda University of Applied Sciences. Specialized in gameplay programming. Motivated, passionate and thrives in a team environment.

### MAIN PROJECTS

#### PROGRAMMING INTERN

##### ReLegend, at Codeglue (Mar 2021 - present) [Unity]

- **Porting:** Help with porting ReLegend to game consoles.
- **Profiling/Optimisation:** Testing, profiling and improving the project to run smoothly
- **Multiplatform:** Gain more experience with multi-platform architecture, structures and procedures. Mainly working with the Xbox systems.

#### LEAD / GAMEPLAY PROGRAMMER

##### Spellbound Spire (2019 - 2020) [Unity, VR]

- **Managing:** Managing a tech team of 6 programmers. Deciding **priority**, when to do **QA** and how the level designers work with the **tools** we made for instance.
- **Gameplay:** Implement the "**gravity hand**" logic. Choosing to use the **SteamVR** interaction and input system as a base, and adding this feature on top of that.
- **Generalist:** Aside from gameplay, implement different **tools** and systems. **Level loading** I tackled by "stitching" levels together with the help of portals. **Custom culling** for portals in Unity I solved with the Culling Groups API

#### ENGINE PROGRAMMER

##### Reptoads (Tomorrow Engine) (Apr 2019 - Jul 2019)

- **Engine:** Implemented and designed **architecture**, **event system** and **FMOD audio system**. Considering different architectures, and settling for an event based structure because it works best with turn-based networking

### EDUCATION

#### BACHELOR OF SCIENCE IN GAME PROGRAMMING

**Breda University of Applied Sciences (2017 - 2021)**

#### HIGH SCHOOL HAVO-NT

**Cambreur College (2012 - 2017)**

### SKILLS

#### TECHNICAL SKILLS

- C++ and C# | 4 years | 15 projects
- Unreal Engine and Unity Engine | 4 years | 10 projects
- JIRA, Perforce and Git | 4 years | 15 projects
- Experience with all stages of Game Development

#### SOFT SKILLS

- Flexible, Adaptable and a Quick Learner
- Energetic, Enthusiastic and Respectful towards teammates
- Dedicated, Motivated and a team is a must!