

JESSE VAN VLIET.XYZ

Gameplay Programmer

ABOUT ME

I'm obviously interested in games: from competitive titles like DotA to games like Factorio. I occasionally play board games. In my spare time I work on hobby projects, explore new programming languages, and enjoy creative activities like painting and graphic design. I also take care of my office employees (cats).

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 [Breda](#), the Netherlands

 Dutch, English

EXPERTISE

○ Unreal Engine (for 3D)

Networking - also Steam & EOS

AI Systems - BTs, EOS

C++ - also native for inhouse eng.

○ Unity Engine (for 2D)

DOTS - currently learning

Android

C#

○ Other

Noesis - xaml & C++ intergration

AI Behaviors - Multi Agent Systems

ECS - primarily using EnTT

ImGui - for tools (+ imNodes)

Autodesk Maya - for prototyping

VR - occasionally experiment in VR

EDUCATION

'20 **Pre-Master**
Artificial Intelligence
@ Utrecht University

'15 - '19 **Bachelor of Science**
Creative Media and
Game Technology (CMGT)
@ University of the Arts Utrecht

'11 - '14 **Vocational Education**
Game Development @ ROC A12

REFERENCES

Anders V. Rostgaard
Super Cell | Gameplay Lead

Joris Huijbregts
Bright Star Studios | CTO



INTERESTED?
LET'S GRAB A VIRTUAL COFFEE

WORK EXPERIENCE

2021 - Present

○ Gameplay Programmer | Bright Star Studios

Mid level, permanent, remote

- Developed new gameplay systems for both client and server-side, including interaction mechanics, gathering, questing, combat abilities, and more for our MMORPG Ember Sword, using EnTT (an ECS framework).
- Created AI systems to enhance creature behaviors, providing a more 'lifelike' feel, and implemented environmental systems to make boss fights more dynamic and engaging. For this we wrote our own behavior trees using ImGui and ImNodes.
- Designed new game mechanics such as 'Trade Packs,' combining existing systems into a unique social experience involving both PvP and PvE elements.
- Built tools for our in-house C++ engine 'Radiance' including a behavior tree editor, state machine visualizer, and editor functionality to improve user workflows.
- Supported game data persistence using Go and RabbitMQ for player progression.
- Worked on UI tasks using Noesis, implementing game mechanics such as the Quest Windows, Tooltips, and various player information displays like nameplates, etc.

2019 - 2020

○ RPA Programmer | You-Get B.V

Permanent, hybrid

- Worked as a consultant specializing in bots for corporate clients using UiPath and AI.
- Created bots for different clients on different operating systems and often replaced legacy workflows.
- Designed and implemented "more intelligent" bots for more complex tasks tailored to specific clients.

2017 - 2018

○ Game Developer | Flavour

Internship & part-time, on-site

- Started at Flavour as an intern and transitioned into a part-time game developer afterwards.
- Contributed to the development of "Hack Stevie", a project that later inspired the sequel "Hack Shield".

PROJECTS @ Bright Star Studios

> **Ember Sword**: a f2p sandbox MMORPG with minimal load times in browser or client.

Combat Systems



Gathering Systems



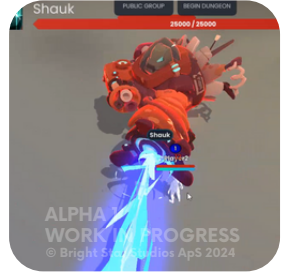
Multiplayer Bossfights



Socializing

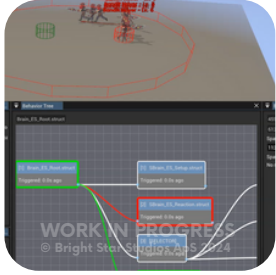


Creatures

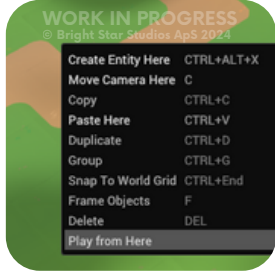


> **Radiance in-house Engine**: an in-house c++ engine using ecs, imgui for visuals and a custom network stack.

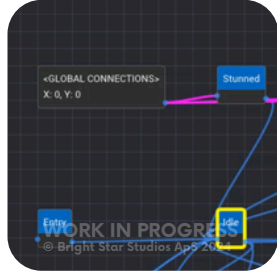
Behavior Tree Editor



Usability Tools



State Machines



Crafting Editor



Item Editor



PROJECTS @ Indie

> **Farmion**: a time-management wizard-themed farming sim, including cooperative play!

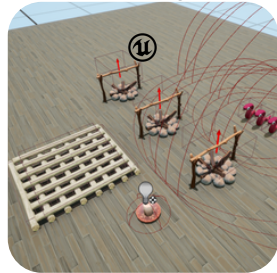
Physics Interactions



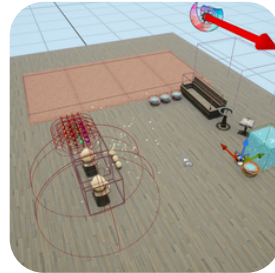
Co-op & Steam



Demo: Cooking



Demo: Planting



Overview of Game



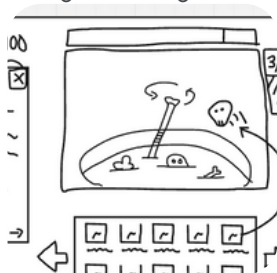
> **BitFarers**: co-op fps dungeon crawler

FPS, enemies & co-op

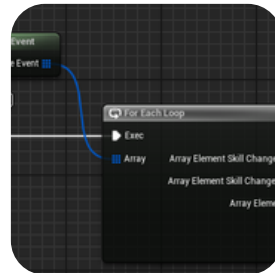


> **Wizid**

Idle game using ECS



+ Generated BPs



> **Idle Cards**

Afk progression, AI



PROJECTS @ University

> **WFC**

Level Generation Alg.



> **Kio**

Glassblowing SP



> **GameWorks**

City management



> **Bound Core**

Boss-fight couch co-op



> **SIZEmatters**

VR scaling mechanics

