NIELS BRUNEKREEF

Graphics/Game programmer

ABOUT

Hello, my name's Niels and I study at **BUAS**. I'd like to work on graphics and interesting game projects in the future.

The projects I've worked on are a mix of solo and team projects. The team projects are mostly interdisciplinary, though TeamWisp consists of programmers only. This means I already worked alongside artists, designers, programmers and producers.

My native language is **Dutch**, however I'm also fluent in **English** and I'm also learning the basics of *French*. Currently, I live near **Leiden**.

CONTACT

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https://nielsbishere.com

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INTERESTS

When I'm not working on expanding knowledge on graphics, I like to play around with existing games; modding them, creating modding tools and reversing games.

When working on personal graphics projects, I mostly work on my Vulkan cross platform framework. Which is currently supported on Windows and Android.

EDUCATION

Breda University of Applied Sciences
September 2016 - present
> BSc. CMGT International Game Architecture and Design

Leo Kannercollege | GPA: 76%, Graduation Project: 100%
September 2010 – June 2016
> Higher General Secondary Education

EXPERIENCE

Project Wisp – real-time raytracing | Graphics / optimization
October 2018 – present
> A 9 student team working on real-time raytracing software. Responsible for; reflections, optimization, parenting, culling, basic deferred rendering, several fixes and structural changes.

Voxel engine | Graphics / optimization
May 2018 – June 2018
> An 18 student team working on a voxel engine for the Switch. Created an entirely GPU-based voxel particle system (basic particle simulation, rendering & spawning); to provide a tool for artists. Implemented culling and multi draw indirect to avoid draw call overhead.

Team Moose | Gameplay / tools
November 2017 – January 2018
> A 8 student team working on Mineblowers in Unreal. The game used a custom Arduino controller. Worked on the spline system which created rail spline meshes and were used for gameplay.

Triggered studios | Gameplay
May 2017 – Jan 2018
> A 12 student team working on Rail Recon in Unreal. Released game to Windows using Steam. Worked on mechanics such as energy/charging/shield and VFX implementation.

SKILLS

Graphics frameworks	OpenGL, GLES, DX11, DX12, Vulkan, Qt
Programming languages	ARM9 assembly, C, C++, C#, Java, PHP JavaScript, GLSL, HLSL, CSS3, HTML5
Tools	GitHub/Git, Visual Studio, Trello, Jira, Pix, CMake, NSight, RenderDoc, SPIR-V, Perforce
Engines	Unreal Engine, Unity