JULIAN RIJKEN
Gameplay Programmer
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Personalia

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Phone

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👤 ABOUT

Welcome! I am a **Gameplay Programmer** who also loves to take deep dives into lower level programming, using languages like **C++** to create intricate systems. I have been exploring game development for the past ten years. I started my journey with less traditional education, in a school where I was free to explore. It was within this environment of freedom that I discovered my true passion for game development.

💼 EXPERIENCE

VR Room Host
Next Venue - De Proefzaak, NL - Amersfoort, February 2022 - August 2022

I was responsible for the supervision of the VR Room connected to the restaurant. I assist with guiding people in the games and setting them up. I also help with the technical aspects involving hardware and software.

Gameplay Programmer
Grey Games, NL - Hilversum, Januari 2021 - Januari 2022

I worked as an intern on various Unreal Engine projects, ranging from traditional games to extensive VR experiences. I was responsible for both the design process and technical decisions. This internship was part of my studies at GLU.

Cafeteria Worker
Kwalitaria, Soest
2019

Supermarket Stocking
Albert Heijn, Soest
2018

Postman
DPG Media
2017

🎓 EDUCATION

Howest Digital Arts & Entertainment - Game Developer - Bachelor
BE - Kortrijk, 2022 - 2025
howest.be

DAE allowed me to take a deep dive into the topics I learned about at GLU. I allowed myself to experience more game programming, besides just using a game engine and C#. I got to really build games from the ground up with C++, design my own engine, and learn all about what happens behind the rendering and "fancy" engine features.

Grafisch Lyceum Utrecht - Game Developer - MBO
NL - Utrecht, 2018 - 2022
glu.nl

I had a lot of fun studying game development at GLU. Learning about programming/scripting and the techniques of game development, including C#, Unity, UE, game design patterns, game design, Scrum, and Git. I worked in a very practical learning environment; we were tasked with making a game four times a year. This made me a very fast and knowledgeable game programmer who loves to make polished experiences.

De Ruimte, Soest - HAVO 3-4
NL - Soest, 2014 - 2018
deruimtesoest.nl

Democratic School "De Ruimte" has a unique school concept. There is no predetermined curriculum. As a result, students take on personal responsibility and have control over their own learning path. Together with staff members and teachers, they also take on all the tasks and roles within the school that are typically handled by school personnel. In this way, we collaboratively shape the form and content of the school. More about this amazing school can be found on the website!

📓 COURSES

Professional Game Development in C++ and Unreal Engine - CS193U
Stanford / Tom Looman, January 2022 - April 2022

Internet of things, Raspberry pi, Arduino, 3D printing
Grafisch Lyceum Utrecht, November 2018 - January 2019

Blender 3D software
HKU, April 2017 - April 2017

🌐 Languages

English - Professional working proficiency

Dutch - Native

📊 Technical Skills

● = Proficient
○ = Some Experience

Programming Languages
● C++
● C#
○ Python
○ Lua
○ HTML 5
○ CSS 3
○ JavaScript
○ Java
○ SQL
○ C

Game Engines
● Unreal Engine 4/5
● Unity 5
○ Godot
○ Game Maker

Source Control
● Git
● Perforce

Frameworks/Libraries
● GLM
● SDL
● OpenGL
● Photon Engine
● Dear ImGui
● WPF
○ Doxygen
○ GLFW
○ Qt
○ Vulkan
○ DirectX11

Tools
● Maya
● Photoshop
○ RenderDoc
○ Gimp
○ Houdini
○ Substance Painter
○ Blender
○ Premiere Pro

IDE
● Qt Creator
● Visual Studio
● Visual Studio Code
● Rider/Clion