



# Julian Rijken

Gameplay Programmer | [julianrijken.com](https://julianrijken.com)

## ABOUT

Welcome! I am a **Gameplay Programmer** who also loves to take deep dives into lower-level programming, using languages like **C++** & **C#** to create intricate systems. I have been exploring game development for the past 10+ years. I started my journey with non-traditional education, where I was free to explore. It was within this environment that I discovered my true passion for game development.

## EXPERIENCE



### Triangle Factory

Ghent - BE (Feb 2025 - Present)

#### Game Developer - Contract

Jun 2025 - Present

Continued development on Hyper Dash, focusing on gameplay systems, polish, and live update deployment. Took features from initial prototype through to final production, working closely with designers to ensure robust and satisfying gameplay. Contributed to anti-cheat CRC packages and supported long-term infrastructure stability across projects.

#### Game Developer - Intern

Feb 2025 - Jun 2025 - 5 months

Worked on live VR titles including Hyper Dash and Forefront. Built gameplay features, artist tools, and internal systems such as a studio-wide analytics package and various QA automation tools. Created networked, physics-driven instruments with custom shaders and simulation logic. Contributed to bug fixing, backend integration, and supported multiple teams through tool development and code reviews.



### VR Room

VR Host & Technician - Part Time | Amersfoort - NL (Feb 2022 - Aug 2022)

I was responsible for the supervision of the VR Room connected to a restaurant called "De Proefzaak". I assisted with guiding people through games and setting them up. I also helped with technical aspects involving hardware and software.



### Grey Games

Game Developer - Intern | Hilversum - NL (Jan 2021 - Jan 2022)

I worked on various Unreal Engine projects, ranging from traditional games to extensive VR experiences. I was responsible for both the design and development of core features, often taking the lead on gameplay systems and technical decisions. Collaborated closely with artists to integrate assets, polish environments, and ensure a cohesive player experience across multiple prototypes and vertical slices.

## EDUCATION



### Digital Arts & Entertainment

Game Development - Bachelor | Kortrijk - BE (2022 - 2025)

Graduated: **Summa Cum Laude** 🏆 | 3-Year Completion | No Retakes

Explored low-level game programming, building games and a custom engine in C++, and gaining a deeper understanding of systems behind rendering and engine features.



### Grafisch Lyceum Utrecht

Game Development - MBO | Utrecht - NL (2018 - 2022)

Focusing on C#, Unity, Unreal, and game design patterns. Built multiple games per year in a hands-on environment, developing into a fast, practical programmer with an eye for polish.

## COURSES



### Professional Game Development in C++ and UnrealEngine - CS193U

Stanford & Tom Looman | (Jan 2022 - Apr 2022)



### Internet of Things - Raspberry Pi - Arduino - 3D Printing

Grafisch Lyceum Utrecht | (Nov 2018 - Jan 2019)



### Blender - 3D Modeling & VFX

Hogeschool voor de Kunsten | (Apr 2017)

## Personalia



Portfolio / Projects  
[julianrijken.com](https://julianrijken.com)



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## Languages



English - Professional working proficiency



Dutch - Native

## Technical Skills

● = Proficient

○ = Some Experience

### </> Programming Languages

- |          |              |
|----------|--------------|
| ● C++    | ○ SQL        |
| ● C#     | ○ Java       |
| ● Python | ○ JavaScript |
| ● HTML   | ○ Lua        |
| ● CSS    | ○ C          |
| ● Nix    | ○ TS         |

### Game Engines

- Unreal Engine 4/5
- Unity 5/6
- Godot 4
- Game Maker

### Tools

- Blender | Maya
- RenderDoc
- Rider | VS/Code | Neovim
- Photoshop | Gimp
- Premiere Pro | Kdenlive
- Houdini
- Substance Painter

### Frameworks

- Photon Pun2/Fusion
- GLM
- SDL
- Doxygen
- GLFW
- Qt/Creator
- Vulkan
- DX11

### Source Control

- Git - LFS
- Perforce

### OS & IT

- Linux - Nixos
- Windows 10/11
- VR - Steam/Oculus/Pico