

Kenneth Buijssen

Software engineer (C++, game)

Education

International Game Architecture and Design - Breda University of Applied Sciences (formerly NHTV)

Bachelor of Science – Game programming

Breda, The Netherlands, September 2015 – January 2020

HBO ICT - Fontys Hogenscholen

120 ECs towards bachelor's degree

Eindhoven, The Netherlands, September 2013 – July 2015

Senior general secondary education (Havo) -

Dr-Knippenberg college

Senior general secondary education diploma

Helmond, The Netherlands, September 2007 – June 2013

Work experience

Triumph Studios – C++ game programming internship

As part of the development team, I worked on improvements and new features for Age of Wonders: Planetfall, such as the auto-exploration system.

Delft, The Netherlands, September 2019 – January 2020

Projects

Merge assist – Programmer

Solo project where I extended the Unreal Engine with a plugin which allows for the merging of blueprints graphs.

kennethbuijssen.com/merge-assist.html

Project Sulphur - Engine programmer

Game engine, for which I was one of the engine programmers.

During this project I was responsible for the Windows platform, Job system, and retrofitting a serialization system.

kennethbuijssen.com/project-sulphur.html

Hex engine - Engine programmer & build engineer

As one of the engine programmers, I was responsible for most of the core systems, including the application code, entity component system, and setting up the automated build system.

kennethbuijssen.com/hex-engine.html

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available on request>

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[linkedin.com/in/kenneth-
buijssen/](https://linkedin.com/in/kenneth-buijssen/)

github.com/kennethbuijssen

Languages

Dutch (Native)

English (Proficient)

Skills

C++, C#

OpenGL 4

Perforce, Git, SVN

Jenkins

CMake

Unity engine

Unreal engine (plugin dev
development)

Scrum & agile development