

# Ivo van der Veen

Game Programmer

Doesburg, The Netherlands | +31 615 441 802 | ivo.thom.vanderveen@gmail.com

**Portfolio:** [itvanderveen.nl](http://itvanderveen.nl) | **GitHub:** [github.com/ivoveen](https://github.com/ivoveen) | **LinkedIn:** [linkedin.com/in/ivo-van-der-veen](https://linkedin.com/in/ivo-van-der-veen)

## Professional Summary

---

Games programmer specialising in C++ systems, procedural generation and AI behaviours. Shipped projects in UE5 and custom C++ engines across teams of up to 25 people, with experience on PC, PS5 and Nintendo Switch. Looking for an internship from September 2026.

## Technical Skills

---

- **Languages:** C++, C#, C, HTML/CSS/JS, PHP
- **Engines:** Unreal Engine 5, Unity, GameMaker Studio
- **Specialties:** Procedural Content Generation, Gameplay Systems, AI
- **Tools:** Visual Studio, Visual Studio Code, Git, GitHub Actions, Perforce, Jira, Confluence, Miro, Agile/Scrum
- **Spoken Languages:** English (Fluent), Dutch (Native)
- **Platforms:** Windows, PlayStation 5, Nintendo Switch

## Game Projects

---

- Suck it Up! - Unreal Engine 5, C++, Blueprint - 24-Week Project, Team of 25** Feb 2026 - Present
- Platformer as a mischievous cat destroying everything. Built **destructible environment system** with physics and **combo scoring system**. [Project here](#)
- Bloom - Unreal Engine 5, C++, Blueprint - 8-Week Project, Team of 14** Apr 2025 - Jun 2025
- A game about fighting and farming evil plants. Built **plant growth, fruit, watering and attack systems** and **caretaker AI**. [Project here](#)
- FireAnt Engine - C++, OpenGL - 8-Week Project, Team of 7** Feb 2025 - Apr 2025
- **A custom RTS game engine**. Created **cross-platform support** with the **Nintendo Switch**, an **in-engine UI editor**, **GitHub CI/CD pipeline**. [Project here](#)
- Hydraulic Erosion Simulation - C++, OpenGL - 8-Week Project, Solo** Dec 2024 - Jan 2025
- **A terrain editor** made in a **custom C++ engine**. Built a **particle-based erosion simulation**, **brushes** to edit the terrain, rendered the terrain using **tri-planar projection**. [Project here](#)
- Wasteland Walkers - Unreal Engine 5, C++, Blueprint - 8-Week Project, Team of 12** Apr 2024 - Jun 2024
- Local multiplayer game (up to 4 controllers) where you work together to steer your robot through the wasteland. Created **Procedurally generated levels** using **Voronoi diagrams** and **UE PCG**, including obstacles, objectives and enemy spawners. [Project here](#)

## Experience

---

**Sales assistant** Dieren, The Netherlands  
*Praxis Doe-Het-Zelf Center B.V. - Part time* Nov 2023 - Present

## Education

---

**Breda University of Applied Sciences** Breda, The Netherlands  
*BSc Creative Media and Game Technologies, Programming track* Sep 2023 - July 2027