

**Nicky van de Groep** | C++ Engine & Gameplay programmer  
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## Education

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**2011 - 2017**      **NHTV – University of Applied Sciences, Breda, Netherlands**

3D Game programmer – Bachelor of Science BSc

*Graphics, Physics, Networking, Audio Programming in C++ with 3D Mathematics and PlayStation 4 Development, Collaborating in teams with multiple disciplines. Problem solving skills*

**2006 – 2011**      **Media College, Amsterdam, Netherlands**

Game developer – Media technologies

*Coding websites with PHP and Game development with ActionScript 3.0 and Developing games with Unity3D in C#. Designing and programming multiple games.*

## Technical Skills

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Knowledge in C++, C# and shader languages HLSL, PSSL, GLSL

Understanding of OpenGL, DirectX, GNM(X), WaveOut, Assimp

Made use of the PhyreEngine, Horde3D, Ogre3D, Unreal Engine 4, Unity3D

Developed on Windows and the PlayStation 4, Xbox One, Nintendo Switch

Worked with VisualStudio, Intel Vtune, Very Sleepy and RenderDoc

Controlling the source with SVN, Git, Perforce, Plastic SCM

Managed processes with Jira, Fogbugz, Monday, Trello, HacknPlan

## Game titles

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2019 - Graveyard Keeper + DLC Breaking dead, and Stranger Sins (*Playstation, Xbox, Switch*) | Unity3D - Porting

2019 - Guts and Glory (*Playstation, Xbox, Switch*) | Unity3D - Porting

2018 - Punch club (*Nintendo Switch*) | Unity3D - Porting

2018 - Road to Ballhalla (*Playstation, Xbox, Switch*) | Unreal Engine 4 - Porting

2018 - Clustertruck (*Nintendo Switch*) | Unity3D - Porting

2017 - Age of wonders - Planetfall (*Steam, Playstation, Xbox*) | C++ Inhouse engine, Game dev

2016 - Grip (*Steam, Playstation, Xbox, Switch*) | Unreal Engine 4 - Game dev

## Experience

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**2020 – Present**      **C++ Software Engineer – Dektec, Netherlands**

Software development

**2018 – 2020**      **C++, C# Porting / Game Developer – tinyBuild, Netherlands**

Porting games, Unreal C++, Unity3D C#, Xbox, PlayStation, Switch, Feature development

*Additional skills: Publishing, Console development, Bug fixing, Game dev, Optimizing. Unity3D, Unreal 4*

**2017**      **Software developer – NCIM Groep, Netherlands**

Software C#, Testing Software, Face Recognition

*Additional skills: Scrum, Software development, Build machines*

**2016 – 2017**      **Intern Game Programmer – Triumph Studios, Netherlands**

Programming game code, including a camera system in C++

*Additional skills: Large codebase navigation, Tools programming, Teamwork*

**2016**      **Freelance Unreal 4 Game Programmer – Caged Element,**

Realized a 3D menu for “Grip” in Unreal Engine 4 with C++ and blueprints

*Additional skills: Unreal Engine, International Communication, 3D Menus*

**2009 – 2011**      **Intern Game Developer - Dicolab, Almere, Netherlands**

Working with ActionScript3.0 and C# to realize projects for external clients.

Developing applications with multiple mice on one computer.

*Additional skills: Multiple user input, Client Communication, Independent working*

**2008 – 2009**      **Intern Flash Programmer - Meyson Communication, Amsterdam, Netherlands**

In charge of programming and designing flash banners for an external clients

*Additional skills: Flash, Project managing, Quality Control*

## Certificates

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2017      Exam 483: Programming in C# - License 14905813