

Thijs Waalen

Vogelbos 70C, 4841 DZ Prinsenbeek, The Netherlands
26-02-1992 | Dutch

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(Gameplay) Programmer

Work Experience

(Gameplay) Programmer | C# & C++ | February 2017 – February 2022

Split-Polygon

- Implemented several gameplay features
- Optimized engine, server, and gameplay code
- Migrated the game and engine to 64-bit
- Migrated the game to a different physics engine

Application Developer | C# | WinForms | June 2015 – August 2015

Intrapost (Summer job)

- Worked in a small team on applications for internal and external use

Gameplay Programmer | C# & C++ | September 2014 – December 2014

Research project ("OpenRA" port to PlayStation 4 and controller support)

- Implemented a comfortable control scheme using a controller
- Made a simple renderer backend for use on the PlayStation 4

Gameplay Programmer, Programming Lead | C# | Unity | November 2012 – May 2014

Third Time's The Charm ("Tank Takeover", student project during my third year at NHTV)

- Assigned tasks to other programmers
- Ensured these tasks were finished in time
- Implemented tank movement and controls
- Was shown at the INDIGO showing at Gamescom 2013

Gameplay Programmer | C# | Unity | September 2013 – February 2014

"Dolphin Dreams", student project for a client (Stichting SAM) during my fourth year at NHTV

- Worked on getting the animation blending and dolphin movement look natural
- Implemented sounds and player feedback

Education

Bachelor in International Game Architecture and Design | 2010 – February 2017

NHTV University of Applied Sciences, Breda, The Netherlands

Research project

Controller support for a strategy game

VWO (Pre-University Secondary Education) | 2004 – 2010

Titus Brandsma Lyceum, Oss, The Netherlands

Skills

Languages

Dutch Native
English Fluent

Programming Experience

Advanced C#, C++
Intermediate GLSL, Python
Basic Lua

Interests

Sports Handball
Music Alternative Rock, Hard Rock, Heavy Metal
Other Cinema, TV Shows