

Alex Meesters

Game developer, programmer.

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EXPERIENCE

Lowscope, Nieuwkuijk — *Single proprietorship*

MONTH 2018 - PRESENT

Started my own company to become self-sufficient by making games and plugins. Have done multiple mobile games, and a steam release. Also released multiple successful asset store plugins.

EDUCATION

Breda University (NHTV), Breda — *International Game Design and Architecture*

2014 - 2018

Project based learning, working in teams of various sizes. During 3rd year I was doing Unreal c++/blueprint work 40 hours a week with a team of 30 other students. 12 programmers total.

KW1C, Den Bosch — *MAVO+HAVO*

2008 - 2014

Partially acquired certificates from other school, finished study at KW1C

PROJECTS

Component Save System — *Save system for Unity*

5 star rated saving plugin for Unity that I have maintained since 2018

Sprite Mixer — *Texture combine software for windows*

Software that can read images from folders and calculate how many combinations can be made with them. All done asynchronously, so it does not stall the main thread.

MASKED — *Mobile game with 100k downloads*

Roguelite game created during a game a month challenge. Game managed to hit a good download count.

More projects: <https://www.alexmeesters.nl>

SKILLS

Unity ★★★

C# ★★★

Unreal Engine ★★

Blender ★★

ASP.Net core ★

Node.js ★

3D Coat (uvs, painting)

Photoshop

Clip studio paint

Angular

Typescript

Godot Engine

LANGUAGES

Netherlands

English

INTERESTS / HOBBIES

Games

Rust, Enter The Gungeon, Path of Exile, Resident Evil, Golf with your friends, Binding of isaac, Rainbow six

Movies & Series

Stranger Things, Better Call Saul, Shutter Island, Dark City, The Thirteenth Floor, Donnie Darko, Inception, Lord of the rings

Music

Drum n bass, synthwave, classical, metal, chillhop, ambient