

Alex Meesters

Breda, The Netherlands | 31640235597

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Details

Breda, Netherlands
31640235597

Date/Place of Birth
08/03/1992 Vlijmen

Nationality
Dutch

Skills


C#



Unity 3D



Unreal Engine 4



Maya 2015



Adobe Photoshop



Hobbies

Games

Devil May Cry, Diablo, WoW ,
Resident Evil 7 Biohazard,
Enter The Gungeon

Music

Drum n Bass, Dark Dubstep,
Metal, Classical, Chillhop

Painting and drawing

Acrylic, pen, pencil

Movies

Shutter Island, Dark City, The
Thirteenth Floor and Donnie
Darko

Profile

Gameplay programmer and Indie Enthusiast, main focus and specialization is programming. During jams or spare time I have the ability to make reasonable 3D art and design. This is mainly because I have spend multiple blocks being an artist during the second year of my study. I find all sections of game development fascinating, but for me programming is the most enjoyable of all.

Education

NHTV, Breda

September 2014 – July 2018

Project based learning, International Game Design and Architecture.

HAVO, KWIC

September 2012 – June 2014

HAVO fast track at VAVO.

MAVO, KWIC

September 2008 – July 2012

Partially acquired certificates from other school, finished study at KWIC

Notable Projects

Bolt Storm – Gameplay programmer

September 2016 – July 2017

Worked as a game-play programmer (C++, Blueprints) with team of 32 people. Using the Unreal Engine 4 engine. This project was a school project from NHTV.

Sushi Roll – Game programmer

May 2016 – July 2016

Worked as a C# programmer with a team of 5 people, using the Unity 3D engine. This project was a external school project from NHTV for the client Paladin Studios.

Check It! – Game programmer

September 2016 – November 2016

Worked as C# programmer and solo developer for a client using the Unity 3D engine.