

# BART VAN EG TEN

Gameplay Programmer



## ABOUT ME

A game programmer with experience in multiple area's: Gameplay, Porting, VR and some in Shaders, Design and Production

## CONTACT

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## PROJECTS

- 2021 - Now      Unanounced Project      Programmer  
New project based on an existing SOEDESCO IP
- Created multiple prototypes together with technical risk assessments discussing possible issues and solutions
  - Further developed the game's customization system to allow for extensive player expression
  - Supported the Art team with technical insights and help with implementing custom shaders and materials
- 2020 - 2021      Real Farm - Premium Edition      Programmer  
Next gen port of the 2017 game
- Solely responsible for porting the game to the new Xbox Series X
  - Reworked the console specific back end to be reusable for other projects as well as other platforms
  - Supported other projects with implementing my back end to speed up their porting process
- 2020 - 2020      Cancelled Project      Programmer  
Port of an indie title published by SOEDESCO
- Solely responsible for porting the game to the PlayStation 4
  - Profiled and worked together with the solo developer to optimize and improve the game's performance
  - With it being my first porting project, I learned about porting and laid the groundwork for a reusable back end
- 2019 - 2019      Ubisoft Internship      Gameplay Programmer Assistant  
Creating prototypes for the Fun Learning team
- Setup of a VR headset Devkit and porting of a prototype to the platform
  - Prototyping games around dynamic NPC interactions
- 2017 - 2018      Arboreal      Gameplay Programmer / Tech Lead  
Top down, open world farming and adventure game
- Implementation of the game's Quest system, as well as Technical support for the designer who would be using it
  - Giving advise and insights to the team's production team on decisions related to technical aspects of the game

## EDUCATION

- 2015 - 2019      Bachelor Creative Media & Game Technology (IGAD)  
Programming specialization  
Breda University of Applied Sciences, Breda, Netherlands
- 2010 - 2015      HAVO N&G  
Nature and Health specialization  
Thorbecke Scholengemeenschap, Zwolle, Netherlands

## SKILLS & PROFICIENCIES

