



JAN-MATHIJS CARIS

GAME PROGRAMMER

HARD SKILLS

Proficient

- C++ / C# / HTML 5
- UE4 / Unity / Custom Engine
- Perforce / Swarm / GitHub / Jira / Jenkins

SOFT SKILLS

Proficient

- Dutch / English
- SCRUM
- Problem Solving

CONTACT INFO

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PROJECTS

Dune Strider

Gameplay & QA Programmer

Sep 2021 - Present

Team size: 21

- Developing the vehicle and tools
- Maintaining automated build pipeline to Steam using Jenkins.

Tropical Trouble

Gameplay & QA Programmer

Jun 2021 - Jul 2021

Team size: 13

- Developed the vehicles
- Maintained automated build pipeline using Jenkins

What Walks On Four Legs

Gameplay & Tools Programmer

Jun 2020 - Jul 2020

Team size: 9

- Developed the Camera and Dialogue system

TiltShift

Gameplay & QA Programmer

Feb 2021 - Apr 2021

Team size: 3

- Developed the vehicles and an AI capable of deep learning
- Maintained automated build pipeline using Jenkins

Spacegame

Gameplay & Engine Programmer

Feb 2019 - Apr 2019

Team size: 1

- Developed a cross platform engine for windows and linux
- Running 3D physics with 60 fps on a Raspberry PI 3

EDUCATION

Breda University of Applied Sciences

Bachelor

Sep 2019 - Present

Currently pursuing a Bachelor of Science in Creative Media and Game Technologies. Main specialty: Game Programmer/Engineer

WORK EXPERIENCE

ICTI

Customer support & Technical assistance

Sep 2017 - Present

- Maintaining servers
- Installing camera's
- Supporting customers with our product

Playtester Ubisoft

Playtesting

Mar 2018 - Jun 2018

- Play tested Far Cry 5
- Giving feedback on the game
- Addressing bugs and how to replicate the bugs

HOBBIES AND INTERESTS

In my free time I enjoy playing volleyball and freerunning. I enjoy participating in Game Jams. But most importantly, I love my dog called Nox.