


JESSE VAN VLIET.XYZ

Gameplay Programmer

ABOUT ME


I'm obviously interested in games: from competitive titles like DotA to games like Factorio. I occasionally play board games. In my spare time I work on hobby projects, explore new programming languages, and enjoy creative activities like painting and graphic design. I also take care of my office employees (cats).

 [linkedin.com/in/jesse-j-van-vliet/](https://www.linkedin.com/in/jesse-j-van-vliet/)

 jesse.vanvliet@hotmail.com

 www.jessevanvliet.xyz

 +31 6 19 59 22 10

 [Breda](#), the Netherlands

 Dutch, English

EXPERTISE

○ Unreal Engine (for 3D)

Networking - also Steam & EOS

AI Systems - BTs, EQS

C++ - also native for inhouse eng.

Verse - creating custom UEFN maps

○ Unity Engine (for 2D)

Android

C#

○ Other

Noesis - xaml & C++ intergration

AI Behaviors - Multi Agent Systems

ECS - primarily using EnTT / FLECS

ImGui - for tools (+ imNodes)

Autodesk Maya - for prototyping

VR - occasionally experiment in VR

EDUCATION

'20 **Pre-Master**
Artificial Intelligence
@ Utrecht University

'15 - '19 **Bachelor of Science**
Creative Media and
Game Technology (CMGT)
@ University of the Arts Utrecht

'11 - '14 **Vocational Education**
Game Development @ ROC A12

REFERENCES

Anders V. Rostgaard
Super Cell | Gameplay Lead

Joris Huijbregts
Bright Star Studios | CTO



INTERESTED?
LET'S GRAB A VIRTUAL COFFEE

WORK EXPERIENCE

2025 - Now

○ Unreal Software Engineer | PixelPool Dtail

Senior, Permanent, hybrid

- Maintaining the stability of Dtail Spaces; refactoring foundational issues that cause crashes.
- Developing new functionality for clients to use in the Spaces app such as a 'planogram' generation.

2021 - 2025

○ Gameplay Programmer | Bright Star Studios

Mid level, permanent, remote

- Developed new gameplay systems for both client and server-side, including interaction mechanics, gathering, questing, combat abilities, and more for our MMORPG Ember Sword, using EnTT (an ECS framework).
- Created AI systems to enhance creature behaviors, providing a more 'lifelike' feel, and implemented environmental systems to make boss fights more dynamic and engaging. For this we wrote our own behavior trees using ImGui and ImNodes.
- Designed new game mechanics such as 'Trade Packs,' combining existing systems into a unique social experience involving both PvP and PvE elements.
- Built tools for our in-house C++ engine 'Radiance' including a behavior tree editor, state machine visualizer, and editor functionality to improve user workflows.
- Supported game data persistence using Go and RabbitMQ for player progression.
- Worked on UI tasks using Noesis, implementing game mechanics such as the Quest Windows, Tooltips, and various player information displays like nameplates, etc.

2019 - 2020

○ RPA Programmer | You-Get B.V

Junior, Permanent, hybrid

- Worked as a consultant specializing in bots for corporate clients using UiPath and AI.
- Created bots for different clients on different operating systems and often replaced legacy workflows.
- Designed and implemented "more intelligent" bots for more complex tasks tailored to specific clients.

2017 - 2018

○ Game Developer | Flavour

Internship & part-time, on-site

- Started at Flavour as an intern and transitioned into a part-time game developer afterwards.
- Contributed to the development of "Hack Stevie", a project that later inspired the sequel "Hack Shield".