

# Simon Renger

*Programming Student*

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## Professional Summary

A Game Programming Student with diverse expertise in creating games on different target platforms such as Windows and PlayStation 4. Eager to learn, agile and excited to work on developing frameworks, pipelines, development tools with a focus on maintainable and modular code.

## + SKILLS

C++  
C#  
Git  
Perforce  
Unreal Engine 4  
Unity  
JavaScript  
MySQL  
Jenkins  
GitHub Actions  
Modern CMAKE  
Agile / Scrum  
Team Leadership  
Team Organization  
Teaching

## PROJECT EXPERIENCE



### Eyos – Networked cross platform custom C++ RTS Framework

*Network Architecture, Engine Architecture & QA Engineer (Jan 2020-present)*

- Team size: 4 programmers
- Cross platform data-oriented game framework with aimed support for a large amount of units.
- Utilizes a lockstep network architecture with Client Server Peer to Peer mix.

### Seaplane – Open World Flight Simulation utilizing Unity DOTS

*General Game Programmer (Sep 2019-Jan 2020)*

- Team size: 30 developer multidisciplinary team
- The game utilizes Unites DOTS environment to enable a seeming less and living open world experience.
- Implementing the Quest System as well as the level streaming utilities.

### “Tomorrow Engine – cross platform network card game framework

*Tech/Team Lead, Tools programmer (Sept 2018-July 2019)*

- Team size: 25 developer multidisciplinary team
- A multiplayer cross platform C++ deterministic linear card game engine developed in 16 weeks. Targeted for PlayStation 4 and Windows 10.
- Laying the foundation of the core framework architecture as well as providing an extensive tooling facility for content management. Implemented in Web technologies: Electron and JavaScript. To enable Designers to create the UI, Playtest the game via an AI as well as manage the Card information via a database.

## LANGUAGES

German		Native
English		CEFR level C1

## EDUCATION



### Breda University of Applied Sciences, Breda, the Netherlands

*Bachelor of Science, Sept 2017-present*

*Course:* Creative Media and Game Technologies

*Specialization:* Game Programming – Network, Engine & Tools

*Extracurricular Activities:* Initiator and Chairmen of the C++ and Unity DOTS learning community. Providing lecturers and workshops to my fellow students.