
SIMON RENGER

Tools Programmer & CI / CD
Engineer

PROFILE

A tools programmer & CI & CD Engineer 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.

PUBLISHED GAMES

● **Kari – Story driven single player adventure game**

QA & Tools engineer (Sep 2019-Jan 2020)

- Team size: 29 developer multidisciplinary team
- Setting up the continuous integration pipeline with Jenkins pipelines

WORK EXPERIENCE

● **Junior Software Engineer contractor for tools and CI &CD**

at OurMachinery 2021 - Present

- Maintaining the Build and Test Pipeline.
- Improving the Editor Tooling.
- Coordinating the Community

● **Tools Programming Internship**

at OurMachinery 2020 - 2021

- Maintaining the Build and Test Pipeline.
- Improving the Editor Tooling such as the Visual Scripting Language Debugger or a data model inspector.
- Coordinating the Community

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☎
(+31) 6 10 33 63 11

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simon.renger@gmail.com

📍
Breda, the Netherlands

🌐
simonrenger.de

👤
github.com/simonrenger

EDUCATION

● **2021- Present**

Breda University of Applied Sciences,
Breda, the Netherlands
Master of Science - Master Game
Technology focus on Embeddability
of Visual Scripting languages

● **2017-2021**

Breda University of Applied Sciences,
Breda, the Netherlands
Bachelor of Science - Creative Media
and Game Technologies with a focus
on Tools and Engine Programming.

SKILLS

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