




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

LANGUAGES

German	Native
English	CEFR level C1

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.

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.
- Using WPF to create a perforce shelve testing tool to utilize Unreal Engines 4 Automated Testing facilities to test locally.

“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 da database connection.

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.