

Eamon Woortman

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Professional Summary

Versatile game programmer bringing more than 11 years in game design, development and integration. Vast knowledge in front-to back development including, but not limited to, gameplay programming, client and server programming, back-end development and continuous integration.

More than 16 years of modding and programming experience in individual projects, as well as collaborative projects.

Driven to create fun games for the players which also stimulates online communities.

Core Qualifications

- Experience in all aspects of game development from designing to programming to deploying.
- Exceptional skills in Agile Development and Test Driven Development.
- Great understanding of all types of programming languages that are usable in game development.
- Work ethic and determination needed to focus and accomplish the task at hand.
- Ability to work as part of a team to meet a common goal.
- Great capacity for learning and implementing new types of programming.
- Great analytical and problem solving skills.

Work History

02/2017 to today

Senior Game Programmer *Spiderling Games – Remote*

- Designed and implemented innovative game mechanics and intuitive UI for enhanced user experience.
- Collaborated on the implementation and extension of a robust networking solution to ensure seamless gameplay and multiplayer functionality.
- Improved development efficiency and product quality by implementing a continuous integration system, resulting in increased build iteration and release times.
- Integrated alternative networking layers, including Steam and WeGame, to expand platform compatibility and reach a broader audience.
- Streamlined project management and task prioritization by introducing a Kanban board, resulting in increased productivity and improved workflow.
- Implemented a level streaming system to enable seamless exploration and traversal of an infinite world, enhancing player immersion and engagement.
- Introduced and maintained a Gantt board to improve project planning and release timelines, ensuring timely and successful game launches.
- Adapted and optimized game code for various console platforms, ensuring the game performs optimally on all devices.
- Introduced workshop support in console versions using a cross-platform third-party provider, providing players with a platform to create and share user-generated content.
- Orchestrated the setup of server infrastructure across several regions to facilitate P2P game servers, ensuring a smooth and stable online multiplayer experience.

08/2012 to 02/2017

Senior Game Programmer *Little Chicken Game Company – Amsterdam*

- Built, tested and deployed mobile and standalone Unity3D games using the Scrum methodology.
- Implemented various VR and input devices in a Unity3D project, like the Oculus Rift and Leap Motion.
- Collaborated with product management to find innovative solutions for enhancing productivity.

- Reduced release game build times by 600% by introducing a continuous integration system.
- Decreased monthly costs of our source versioning systems through localizing the systems.
- Improved knowledge sharing amongst developers by setting up a knowledge base, having regular team meetings and motivating others to use new technologies.
- Expanded my own and others knowledge about agile/Scrum and development in general by attending meetups.
- Introduced a fully automated back-end pipeline which utilizes Docker and Django to automatically test and deploy the back-end.
- Given internal workshops to broaden the knowledge of colleagues on different subjects like time management and continuous delivery.

08/2011 to 08/2012

Game programmer intern *Little Chicken Game Company – Amsterdam*

- Designed and built Unity3D and XNA games
- Responsible for my own projects from start to end
- Collaborated with other interns on projects
- Introduced a framework for Untiy3D with reusable components, later to be used in multiple projects.

04/2009 to 11/2011

Middleware Programmer *Maintainet AG – Gelnhausen*

- Developed Novell Datasync connectors which were responsible for synchronizing large amounts of data between a third-party application over API's.
- Collaborated with other developers while working remotely.

Skills

- Expert in developing with Unity3D
- Experience with multiple projects in the Unreal Engine
- C# specialist
- Proficient with C/C++, Python and Java
- Experience with Assembly, AS3, VB, Perl, Bash scripting
- Proficient in networking and working with raw TCP/IP, UDP sockets
- Able to build continuous integration solutions for building games
- Developing and deploying API's using Docker

Education

2012

Bachelor of Information and Communication Technology:

Amsterdam University of Applied Sciences - Amsterdam

- Bachelor of ICT. Coursework included game design, algorithms and datastructures, advanced game physics, application infrastructures, 3D simulation, procedural generation and artificial intelligence.
- Minor in Forensic Intelligence and Security

2009

Application Developer Diploma:

Regional Education College "Horizon College" - Alkmaar

- Application Developer diploma. Coursework included object oriented programming using PHP, website development using HTML and CSS, designing, building, testing and implementing applications.
- A part of the curriculum was a 6 month project which we had to do for a client. This project included a front and back-end in which the client could create events, much like "EventBrite".