

# Jesse Roffel

## Game Programmer

Game programmer with a diverse set of programming skills and game development experiences, gained by communicating and working together with multi-disciplinary teams. Eager to learn, agile, and a team player. Excited to implement new game systems, features, and development tools with a focus on maintainable and modular code.

## Work Experience

### C++ Gameplay Programmer

Sep 2020 – Ongoing

Triumph Studios - Internship – Unannounced Project

- Implemented new gameplay systems and features using the custom engine pipeline while working closely together with many designers and artists.
- A major contributor of porting existing interfaces from the legacy UI system to the Noesis GUI pipeline and creating new gameplay interfaces from scratch.
- Due to my own interest in game architecture, I supported the custom engine development by extended the Noesis Pipeline and writing command-line tools.

## Projects

### C# Tools & Generalist Programmer

Feb – July 2020

Student Project – Spellbound Spire – Steam

- Enhanced and provided editor development tools tailored to the project to help level designers iterate creating and playtesting their levels efficiently.
- Implemented the continuous integration for the project using Jenkins.
- Solved lots of run-time performance issues by profiling and optimise code.

### C++ Engine, Gameplay Programmer

Sep 2018 – July 2019

Student Project - Tomorrow Engine - PC & PS4

- Implemented the LUA gameplay scripting layer hooking into the custom engine which resulted in 30+ card effects being produced by the designers.
- Designed core game engine features such as events, HTTP requests, UI layer handling, and made the code work on both the PC platforms and PS4.

## Education

### Bachelor of Applied Science: International Game Architecture & Design

Breda University of Applied Sciences

Aug 2017 – Ongoing

### Secondary Vocational Education (MBO): Game Developer

ROC A12 Media & ICT

Sep 2012 – Jan 2016

## Contact

### Phone

+31 (0) 6 1146 6995

### E-mail

contact@jesseroffel.com

### WWW

jesseroffel.com

## Skills

Proficient in C++ and C#

Professional communication

Variety of learning interests

Responsible and pro-active

Dedicated team member

Generalist and focused roles

## Languages

Dutch - Native speaker

English – Fluent speaker

Finnish - Elementary

## Hobbies & Interests

I enjoy traveling around Europe to learn about new locations. At home, I tinker with Arduino hardware, play piano, and study the Finnish language. For a healthy mind, I do exercises such as running, and weightlifting. I like to socially hang out and play board games regularly.