# LAURENS MOONENS

#### GAME DEVELOPER

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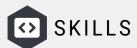
https://www.laurensmoonens.com

### PROFILE

Eye for detail, creative, punctual, eager and fast to learn

I'm a passionate programmer, continuously trying to find and expand the limits of my knowledge and abilities. As a thinker at heart, I solve problems for breakfast and embrace complex challenges as an opportunity

to learn and grow. By combining my love for programming with enthusiasm and a dash of humor, I strive to create a positive and productive work environment that brings out the best in both myself and the team



#### PROGRAMMING LANGUAGES

• C# Professionally proficient • C/C++ Proficient HLSL (Professional) Intermediate

• GLSL Intermediate · HTML / CSS Intermediate

 Python (Professional) Intermediate · SQL Novice

#### CORE SKILLS

- · Game systems development Professionally proficient
- · Linear algebra and trigonometry Professionally proficient
- · Multiplayer development Professionally proficient
- Tools development Professionally proficient
- 3D graphics programming (Professional) Intermediate
- Game Engine development Novice

#### **GAME ENGINES**

 Unity Professionally proficient Unreal Engine Intermediate

#### OTHER TOOLS

• Git Professionally proficient Regex Professionally proficient CMake Intermediate Jekyll Novice

#### LEARNING WISH-LIST

- · Jai, Rust, a functional language (Haskell?)
- Multi-threaded ECS framework
- · Proprietary game engine development

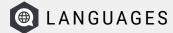


#### VOXC

Voxel raymarching renderer written in C, using glsl compute shaders

#### UNREAL CARS

Arcade vehicle physics using Unreal C++



 Dutch Native

 English Professionally proficient French Intermediate

# HOBBIES

- Playing the violin
- Cycling
- Even more programming



## **EXPERIENCE**

# SENIOR GAME DEVELOPER

#### @ TRIANGLE FACTORY

August 2023 - Present

- · Forefront (to be released)
- · Create and maintain an automated performance · Breachers (2023) benchmark system, integrated into the build

system and CI/CD pipeline (python and Docker), which helped identify several performance bottlenecks and which continuously monitored and reported performance degradation

- · Prototype and implement several high-performance networked game systems and gameplay features for the 32-player VR shooter "Forefront":
  - Performant dual-rendered sniper scope
  - Client-side prediction for networked vehicle physics
  - UI framework (using MVC principles), UI animations system and several implementations
  - · Modular and flexible gamemodes system, conquest and rush gamemode, and a complementary spawn system
- · Refactor the character-player system for the 5v5 VR shooter "Breachers", untangling it and allowing more flexible gameplay possibilities in preparation for the Competitive update
- Implement new game systems for several post-launch updates for "Breachers"
- · Add support for bHaptics haptic suit resulting in overwhelmingly positive player reviews

### UNITY DEVELOPER

February 2021 - August 2023

- · Continuous development and support for active productions, including 4 VR experiences, 1 feature film made in Unity, a mobile port of an existing project, and a puzzle game, all
- using the in-house pipeline Synk
- @ THE PACK STUDIO
- · Synk (production pipeline) • Replaceable (to be released)
  - Journey to Yourland (2022)
  - · Letter from the Heart (2022)
  - The Werewolf Experience (2022)
  - Flux (2021)
- · Develop and maintain the in-house pipeline Synk including 10+ Unity tools, linking Unity, Ftrack and various asset creation environments (Maya, Nuke, Substance, After effects, ...)
- Prepare and finalize a vertical slice for the puzzle game Replaceable and take full responsibility over various new core game systems, using Unity's ECS framework
- Develop an Al framework and tools for creating deterministic crowd behaviour

#### GAMEPLAY PROGRAMMER

@ EXIIN

February 2019 - June 2019 (Internship) June 2019 - August 2020 (Junior)

- · Ary and the Secret of Seasons (2020)
- Prototype, create and implement AI for 8 enemies, including 3 main bosses
- Prepare a demo for E3 2019, showcasing the first boss AI
- · Implement 4 special attacks for the playable character
- Design and implement a system to generate randomized appearances for NPC's
- · Implement, debug and maintain several other smaller gameplay elements

# **EDUCATION**

BACHELOR IN DIGITAL ARTS AND ENTERTAINMENT, @ HOWEST, KORTRIJK GAME DEVELOPMENT

September 2016 - June 2019

Graduated with distinction

LATIN-MATHS

@ SINT-FRANCISCUSINSTITUUT, BRAKEL

September 2010 - June 2016