

LAURENS MOONENS

GAME DEVELOPER

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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.

SKILLS

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

PERSONAL PROJECTS

VOXC

Voxel raymarching renderer written in C, using glsl compute shaders

UNREAL CARS

Arcade vehicle physics using Unreal C++

LANGUAGES

- Dutch Native
- English Professionally proficient
- French Intermediate

HOBBIES

- Playing the violin
- Cycling
- Even more programming

EXPERIENCE

SENIOR GAME DEVELOPER

@ TRIANGLE FACTORY

August 2023 - Present

- Create and maintain an **automated performance 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

@ THE PACK STUDIO

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
- 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 **AI framework** and tools for creating deterministic crowd behaviour

GAMEPLAY PROGRAMMER

@ EXIIN

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

- 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, GAME DEVELOPMENT

@ HOWEST, KORTRIJK

September 2016 - June 2019

Graduated with distinction

LATIN-MATHS

@ SINT-FRANCISCUSINSTITUUT, BRAKEL

September 2010 - June 2016