



LEX ROOVERS

TOOLS PROGRAMMER

Phone

x

Email

roovers.lex@gmail.com

Location

Breda, Netherlands

EXPERTISE

| | |
|---------------|---------------|
| C++ | Unreal Engine |
| C | Unity |
| C# | Houdini |
| Windows | Photoshop |
| PlayStation | Perforce |
| Raspberry PI | Git |
| Visual Studio | Jira |

QUALITIES

Problem-solver
Critical observation
Adaptable
Quick learner
Team-oriented
Dependable
Hard-working
Emotional intelligence
Friendly personality

ABOUT MYSELF

My name is Lex, a tools programmer who is passionate about procedural generation and technical art. I am in my third year of game development at Breda University of Applied Sciences.

EDUCATION

2020 - 2024
Breda University of Applied Sciences
HBO Bachelor
-
Programming

- Improved skills in C++ & Unreal Engine
- Worked in teams with up to 30 people, therefore greatly improving my collaboration and communication

2016 - 2020
SintLucas
MBO, level 4
-
Game Development

- I Acquired new skills in Unity and C#
- Worked in teams up to 10 people
- Created a base for myself in programming for game development

EXPERIENCE

2019 - 2020
Mind Mansion, Eindhoven
| Internship |
Gameplay programmer

- VR simulations to fight fears
 - serious games
- Learned how to develop games in Virtual Reality & process user feedback

2018 - 2019
Righteous Games, Eindhoven
| Internship |
Gameplay programmer

- mobile games
 - couch co-op games
- Invaluable experience working in the game industry, contributing to development of commercial games

Languages

Dutch - Native

English - Proficient User