



MATHIJS BREEDVELD

Game & Software Programmer

Contact

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Portfolio

MathijsBreedveld.com

Linkedin

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Address

Molenstraat 7D, Oss

Skills

Soft Skills

Critical thinking
Teamwork
Eager to learn
Flexibility

Technical Skills

C++
C#
Python
PHP
HTML/CSS
JavaScript

Software

Unity
Unreal
Godot
Visual Studio
Word
Excel
PowerPoint

Languages

Dutch
English

Education

2018 - 2023

Breda University
(Game Programmer HBO)

2015 - 2018

ROC de Leijgraaf
(Applicatie Ontwikkeling MBO 4)

2011 - 2015

Het Hoog Huis
(VMBO-t)

Summary

Experienced game programmer that has worked on several large team projects that have required working together with team members from multiple disciplines and different parts of the world.

Work Experience

Climax Studios (Game Programmer)

September 2023 – July 2025

Project currently not released

- Worked together with a large team all over the world
- Development and implementation of various gameplay systems
- Troubleshooted various issues in familiar and unfamiliar systems
- Produced detailed design documentation for various systems.
- Worked with a diverse team of people.
- Experience creating development and debugging tools

Team Exploding Apples (General Programmer) - School Project

September 2022 – July 2023

Released project: *Child of Lothian* (Playable on steam)

- Produced a fully released product using the Unreal game engine and C++
- As a generalist I solved issues and created features for systems wherever it was needed
- Worked with a diverse team of people.
- Participated in scrum meetings, postmortems, stand-ups and more
- Aided my fellow peers through documentation and code reviews

Team Roaches (Procedural Programmer) - School Project

September 2021 – July 2022

Released project: *Védelum The Golden Hoard* (Playable on steam)

- A game produced using the Unity game engine with C# making use of the then newly released DOTS system
- Created systems such as a procedural generation systems for terrain and resources and a fog of war system
- Worked with a diverse team of people.
- Participated in scrum meetings, postmortems, stand-ups and more
- Aided my fellow peers through documentation and code reviews

Parrallel (Gameplay Programmer) - School Project

April 2020 – July 2020

Released product: *Parrallel* (Playable on itch.io (buas.itch.io/runningoutontime))

- Produced a racing game using the Unreal game engine
- As a gameplay programmer worked on systems such as UI, race and portal logic
- Worked with a diverse team of people.
- Participated in scrum meetings, postmortems, stand-ups and more
- Aided my fellow peers through documentation and code reviews