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Yan Knoop

Gameplay programmer

I am a gameplay focused programmer with a big passion for game feel and solid design. I love working on interactions between the game and the player. In my spare time I like to do Game Jams and hobby projects.

Work experience

September 2015 – January 2016	Placement programmer – Sumo Digital Ltd. <ul style="list-style-type: none">• Worked on Disney Infinity 3.0 for Apple TV• Part of a team that converted released game to TVOS, while keeping performance and content the same.• Focus on low-level platform implementation, as well as mid-level engine and content
September 2014– January 2015	Lead programmer – Hyper Turny <ul style="list-style-type: none">• 18 week Game project• Led a team of three programmers• Nominated for two Dutch Game Awards:<ul style="list-style-type: none">○ Best student technical achievement○ Best student game design
May 2011 – August 2012	Volunteer Editor at Gameliner.nl <ul style="list-style-type: none">• Wrote articles about game news• Analyzed games in reviews and columns

Awards

April 2016	Winner of the Search for a Star student programmer competition 2016
January 2016	Placed on the Develop-Online 30 Under 30 list 2016
April 2015	Winner of the Rising Star student programmer competition 2015
July 2014	Winner of Brain's Eden BE.Mobile competition 2014

Education

September 2012 – July 2016	Bachelor of Science with honors in International Game Architecture & Design – NHTV University of Applied Science, Breda, Netherlands
September 2006 – July 2012	VWO with honors (secondary education) – Onze Lieve Vrouwe lyceum Breda

Skills

Languages	Dutch: Native language English: Fluent
Programming languages	Professional knowledge C++, C#, GLSL Basic knowledge OpenCL, Java, C, HTML, CSS
Engines	Unreal 4, Unity, PhyreEngine
Other	Visual Studio, Eclipse, Notepad++, SVN, GIT, Perforce

Interests

Games	The Legend of Zelda: The Wind Waker, Just Cause 2, Fallout 3
Sports	Running, Skiing
Other	Music, movies, comic books, regular books
Game Jams	3x Global Game Jam, Brain's Eden Game Jam, Nordic Game Jam, GearVR Jam