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Yan Knoop
Gameplay programmer

I am a gameplay focused programmer with a big passion for game feel. Traversal and combat systems are my main interests.

Work experience

Nov. 2016 – current	Senior gameplay programmer – Avalanche Studios <ul style="list-style-type: none">• Ravenbound• Rage 2, including DLCs<ul style="list-style-type: none">• Released for PC, PlayStation 4, and Xbox One in May 2019
Sept. 2015 – Jan. 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 parity.• Focus on low-level platform implementation, as well as mid-level engine and content

Awards

April 2016	Winner of the Search for a Star student programmer competition 2016
Jan. 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

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

Skills

Languages	Dutch: Native language English: Fluent Swedish: Basic
Programming languages	Professional knowledge: C++ Basic knowledge: C#, Python
Engines	Unreal, Unity
Other	Visual Studio, Eclipse, Notepad++, SVN, GIT, Perforce

Interests

Games	Outer Wilds, The Legend of Zelda: The Wind Waker, Just Cause 2, Fallout 3
Sports	Dancing, skiing, bouldering
Other	Music, movies, comic books, regular books
Game Jams	4x Global Game Jam, Brain's Eden Game Jam, 2x Nordic Game Jam, GearVR Jam