STEFAN
CLAASSE
Game Developer

CONTACT

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in In/Stefan-Claasse

EXPERTISE

Programming Languages:
C++, C

Platforms:
Windows, PlayStation 4/5,
Linux, Nintendo Switch

Tools:
Visual Studio	Perforce
Unreal Engine 4/5	Git
Jenkins	Jira

QUALITIES

- Communicative
- Dependable
- Taking Initiative
- Problem-solving
- Analytical
- Adaptable

LANGUAGES

Dutch - Native

English - Proficient User

ABOUT ME

I am a C++ and Unreal Engine Game programmer from The Netherlands with a passion for creating memorable gaming experiences. I have gained experiences from various university, work & self development projects.

EXPERIENCE

C++ Programmer
Climax Studios Ltd.
Sep 2023 - Present
Portsmouth, United Kingdom

- Working on an unannounced AAA project in Unreal Engine
- Responsible for implementing & maintaining various gameplay features
- Responsible for implementing & maintaining various tools

EDUCATION

Game Programmer
BSc, Breda University of Applied Sciences.
2020 - 2024
Netherlands, Breda

- Touched on various aspects of game development, including gameplay, rendering and engine programming
- Worked on various projects scaling from 3 months to a year in various team sizes

PROJECTS

Lead Programmer
Attic Panic
Sep 2022 - July 2023
Netherlands, Breda

- Led the development of the game as lead programmer with a team of 27
- Responsible for the CI pipeline of the project using Jenkins
- Implement gameplay features and player power-ups

Gameplay Programmer
Sub Nivis
May 2022 - July 2022
Netherlands, Breda

- Extended the custom engine by implementing trigger volumes in Trenchbroom
- Improved player feedback by using Box-Mullet transform for our bullet spread
- Responsible for maintaining our CI pipeline