

# Phil de Groot - Game Programmer

## General Info

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**Address:** Dr. van Mierlostraat 18, 4811NL Breda, NL      **Nationality:** Dutch  
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**Portfolio:** <http://www.phildegroot.com>

## Work Experience

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**Research Developer & Instructor Game Programming – Multiple Projects** – Breda University of Applied Sciences, Netherlands – *Sep 2017 to present*

Multiple serious gaming, VR and AR projects.

- Development for research projects, exploration of new concepts in VR and AR
- Part-time instructor game programming at IGAD bachelor

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**Game Mechanics Programmer – Lego Worlds** – TT Games, United Kingdom – *Jan 2016 to Sep 2017*

Open world LEGO sandbox game

- Implementation and support for quest system
- Improvements and addition of the terrain modification in-game tools and system

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**Generalist Programmer – Mechamania** – Mechamania, Netherlands – *Nov 2015 to Dec 2015*

VR Experience game project

- Implementing of gameplay features and engine customization of Unreal Engine 4
- IT Support and maintenance for the project

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**Independent Game Programmer – 2 Puzzled 2 Solve** – Netherlands – *July 2015 to Nov 2015*

Asymmetrical 2D puzzle platforming game.

- Responsible for technical and gameplay implementation of the project

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**Intern Game Programmer – Multiple Projects** – Vanguard Entertainment, Netherlands – *Aug 2013 to Jan 2014*

**Halo: Spartan Assault.** Top-down action shooter released in December 2013.

- Implementing multiplayer score screen, enhancing options menu and general bug fixing nearing release

## Education

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**Master in Game Technology**, *Sep 2014 – Sep 2015*

NHTV University of Applied Sciences Breda, Netherlands

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**Bachelor International Game Architecture and Design**, *Sep 2010 – Jul 2014*

NHTV University of Applied Sciences Breda, Netherlands

**Graduated 'with distinction' / 'cum laude'**

## Extracurricular

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**Oct 2014 –**      **Student Teaching Assistant** – NHTV Breda, Netherlands

**July 2015**      Providing additional guidance for IGAD bachelor students outside classes.

## Skills

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Spoken Languages:      **Dutch:** Native Language, **English:** Fluent

Known Programming Languages: C++, C#, PHP, Javascript, Python, Nvidia CG, Nvidia CUDA, OpenCL

Software:      Visual Studio, SVN, Perforce, Unity, Unreal Engine, Photoshop, Maya

## Activities & Interests

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Computer Hardware, Electronics, Inline Skating, Movies, Programming, TV Series, Video Games