Basic Info

Personal Information

Name:	Wolff
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Mailing address:	Available upon request
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Nationality:	Dutch
Date of birth:	24 August 1995
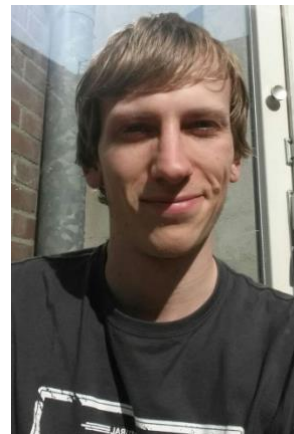
Profile

I like to work in a team and am used to working hard. I am eager to learn and like to get things done. Furthermore I am a very social individual who finds it important to maintain contacts in both my line of work and my private life. Apart from being behind the computer I also like to keep moving and exercise every now and then. With sports like tennis, giving your full concentration and strength can be crucial to achieve a victory. I apply this same spirit to the work I do and like to go the extra mile to get it just right.

Education

2008-2013	HAVO diploma obtained at the Kennemer Lyceum, located in Overveen, The Netherlands
2013-2017	Bachelor of Science (BSc) Computer Science (Game Development) at the Amsterdam University of Applied Sciences, located in Amsterdam, The Netherlands

Professional Experience

2011-2019	Buijze Bestelnet: newspaper deliverer
2015-Present	WolffWare: founder, owner, freelancer, game programmer / game developer / game publisher
2017 December-2018 March	tinyBuild: C++ Unreal Engine Programmer / Unity3D
2018 April-2022 January	PUBG Corp: C++ Unreal Engine Gameplay Programmer *(PlayerUnknown's BattleGrounds / PUBG: Battlegrounds)*
2022 January-Present	PUBG Corp: Technical Game Designer *(Unannounced Project)*

Internships

2015 February-April	Lunagames: Unity Smartphone Game Developer
2015 May-July	VincentVanGeel: Unity Smartphone Game Developer
2017 Februari-July	KeokeN Interactive: Unreal Engine Game Developer

Knowledge and skills

Languages:	English, Dutch, German (*some basic French*)
Programming Languages:	C#, C++, Blueprints
Programs/Frameworks:	Unreal Engine 5, Unreal Engine 4, Unity3D, Microsoft Visual Studio, Perforce, SourceTree
Some experience with:	Ogre3D(C++), Monogame(C#), XNA Game Studio(C#), Atom(JavaScript, HTML), Game Maker, Processing(Java), Netbeans(Java), Steam SDK (Steamworks.NET), Google Play Game Services, Game Analytics, Admob, Unity Ads, Xcode, Unity2D

Further reading

Projects

Title: **PUBG: PLAYERUNKNOWN'S BATTLEGROUNDS**

Development Software: Unreal Engine, Visual Studio, SVN, Perforce, Git

Platform: Windows, Xbox One, Playstation 4

Team Size: Large, +/-20 developers in my team, 100+ developers total

My Role: C++ Unreal Engine Gameplay programmer at PUBG part of the Action & Gunplay team.
Working on adding and refining features related to general action and gunplay in PLAYERUNKNOWN'S BATTLEGROUNDS.

Key Experiences: Learned how to work on a Live Service game.
Learned working on a large scale multiplayer game with 100 players per match.
Putting all my passion into making every part of the PUBG game and IP the best and most successful as possible with a Player's First mentality.
Experiencing a multicultural company with the main office and culture being Korean, with the English language as a second main communication language.

Title: **Deliver Us The Moon**

Development Software: Unreal Engine 4, Visual Studio, Perforce

Platform: PC *(later released on Consoles)*

Team Size: Medium, +/-15 developers

My Role: Worked as one of 3 programmers developing features for the game Deliver Us The Moon. Made prototypes and parts for the game, some were released in a Kickstarter demo that was also shown at PAX East 2017 (The PAX Demo).

Key Experiences: Learned to work closely together with other Game Development disciplines(Design, Art, Audio, Animation).
Being treated as a fulltime employee with all responsibilities.
Strong sense of professionalism.
Reaching for best possible quality in the given amount of time.

Title: **Clustertruck Nintendo Switch**

Development Software: Unity, Visual Studio, Plastic SCM

Platform: Nintendo Switch

Team Size: Small, 5 developers

My Role: Put all my game optimisation knowledge to the test on this challenging physics game port.
Worked closely with other programmers on finding the best ways to optimise the game and tried to lead these efforts.

Key Experiences: Doing as much optimisation as possible in a strongly limited time schedule with a hard deadline.
Optimising a game that is completely about Physics for very low spec hardware.
Learned much about which engine features are most costly.
Enjoyed working on a game for the Nintendo Switch console.

Title:	**The Automatician**
Development Software:	Unreal Engine 4, Visual Studio, SteamWorks
Platform:	Windows
Team Size:	Original Team: Medium, 20+/- developers. Now: Solo Dev
My Role:	Helping out a friend to keep his game published on Steam by taking the game's publishing/maintenance hassles over as publisher using my company WolffWare, working by myself.

Key Experiences: Learned about how to handle publishing on the Steam Platform, working with SteamWorks. Publishing on alternative game stores such as GameJolt and getting the game highlighted through their promotional campaigns.

Title:	**Microsoft Project (Edu Game Maker)**
Development Software:	Atom, Visual Studio, SourceTree
Platform:	Main Application: Windows
	Output games: Anything with a browser
Team Size:	Small, 5 developers
My Role:	Worked as one of the developers on outputting the game elements which a teacher/user would have selected in our Main Educational Game Maker application.
	These game elements were outputted to a standalone application which we generated.

Key Experiences: Learned a lot about working at Microsoft, working with a team that has nearly full freedom to build something with passion. Working with international colleagues, a project completely done in English.
Learning the power of games & applications running in HTML, our output applications ran on virtually any device with a browser(Tested with Chrome, Internet Explorer and the browsers on Xbox One, Xbox 360, Playstation 3).

Title:	**Tanuki Tiles**
Development Software:	Unity, Visual Studio, SourceTree
Platform:	Android, iOS & PC
Team Size:	Small, 5 developers
My Role:	Product Owner responsible for the game's features, while in this role I also functioned as a team leader. I did my best to motivate my team and make everyone perform the best they could, also dealing with impediments and responsibilities.
	Also worked on the tile swiping puzzle game as a developer, personally created the art style for the game as this was one of our main selling points (USP's).
	Years later I'm still working as a Solo developer in my free time on finishing the project's original vision and releasing it under WolffWare on Steam.

Key Experiences: Learned what it takes to be a team leader for a small team.
Being a Product Owner for a game / team.
Making a game look good without an artist.
Implementing many plugins into a project.

Performance optimization due to strong system limitations.
Learned about the importance of keeping scope flexible.

Title:	**Project Game Technology**
Development Software:	Ogre3D, Visual Studio, SourceTree
Platform:	Windows
Team Size:	Small, 6 developers
My Role:	One of the developers working on a project focused on being as professional as possible. Making use of all sorts of tools, documentation generation and a build server. Ogre3D was a rather barebones, outdated C++ engine in which we struggled to make the best out of our next to zero C++ knowledge. This is where I learned the C++ basics, we even made a pretty fun sword fighting game in the end.
Key Experiences:	Learned about C++ basics while having to build an entire game with a barebones outdated engine. Improving professionalism in a project as a developer. Dealing with conflicts in a team that has responsibilities.

Hobbies and other activities
Gaming
Game Development Passion Projects
Cinema/Movies
Writing
Cycling
Tennis
Style Dancing
Sports
Playing the guitar

More info
For more information about me, take a look at my LinkedIn profile and my portfolio website.
If you have any questions or feedback feel free to contact me.
LinkedIn: https://www.linkedin.com/in/wolff-verhaart-3a639996
Portfolio website: http://wolff95.weebly.com/