



GILIAN VAN SPAENDONK

GENERALIST PROGRAMMER

CONTACT

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- Tilburg, The Netherlands

SKILLS

- C++
- Unreal Engine
- Flutter + Dart
- HTML + CSS

SOFTWARE

- Git
- Perforce
- Jira

CERTIFICATES

2015 - 2019
BREDA UNIVERSITY

- Programming Bachelor

PROJECTS

- Medical rehabilitation project for Penumbra Inc.
- Published games such as: Ghostbusters VR, Time Stall, Coaster Combat
- Serious games for companies like: Dutch Defense, Tesla, KLM, Linde, Messer, Fire Department.

PROFILE

I'm a Dutch developer with five years of professional experience in the videogame industry, currently located in Tilburg, The Netherlands. Having worked on a variety of projects for clients such as: Tesla, Dutch Defense, and Penumbra Inc, i possess a solid background in programming. Taking on the role of Tech Lead and Project Manager and succesfully launching a VR Game for the Dutch Safety Regions leading a team of 6, also showed great leadership and teamwork capabilities.

WORK EXPERIENCE

Infinity Labs / Interactive 2019 - 2024
Programmer / Creative Engineer

- Develop and maintain an **in-house project template** to speed up development by unifying tools and assets created for projects.
- Developed and **succesfully shipped 10+ projects** for clients such as Ahold Delhaize, Tesla, Dutch Defense, KLM, Linde, Fire Department.
- Design and develop **game architecture** to integrate features such as combat systems, navigation modes, loadouts, multiplayer, and **Unreal's Gameplay Ability System**.
- Developed **editor tools** and plugins to speed up development time.
- Porting existing games** to ensure VR **multi-platform support**, including **PS5**, as well as reaching global market audiences, such as the **Chinese market**.
- Maintain **client relations** and **manage projects** for important clients such as Ahold Delhaize, and the Dutch Safety Regions.

PERSONAL PROJECTS

Cubycard CUBYCARD-TEAM
Front-end app developer 2021 - 2021

- Web- and mobile based application aiming to replace traditional business cards with a digital version supporting **Web, Android, and IOS platforms**.
- Written with **Dart** and using the **Flutter** framework.
- Team of 4 people. Front-End, Back-End, 3D Design, and Marketing.
- Responsible for the interface and usability of the product. Mainly doing **front-end development**. Working closely with our back-end developer and artist.
- Reading and writing data to a backend database and using **Postman** to manually test and verify queries.
- Used tools such as **emulators**, and **virtual machines**, to make sure the application works as intended on a variety of devices.