



PROFILE

Passionate and driven programmer with a strong commitment to working together to find better solutions. Always looking to expand my knowledge and improve.

CONTACT

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LOCATION:
Delft, The Netherlands

HOBBIES AND INTERESTS

- Games
- Technology
- Guitar
- Skateboarding
- Longboarding
- Urban Exploration
- Traveling

LUCAS VAN MARREWIJK

Gameplay Programmer

EXPERIENCE

Triumph Studios - Gameplay Programmer

2022–Present

Working in Triumph's C++ based in-house engine on Age of Wonders 4. Mostly focussed on gameplay code, but working on tools on the side.

Triumph Studios - Intern Gameplay Programmer

2021–2022

Worked in Triumph's C++ based in-house engine on Age of Wonders 4.

Dutch VR - Intern VR Programmer

2017–2018

Worked with Unity Engine to create applications for Oculus Rift, HTC Vive, Gear VR and Android.

Capricorn Computer Services - Intern Computer Repair

2014–2014

Fixing customers' pc problems. Both hardware and software.

EDUCATION

Breda University of Applied Science

2018 - 2022

Game Architecture and Design (Programming)

Grafisch Lyceum Rotterdam

2015 - 2018

Media Technology

TECHNOLOGY

Programming Languages: C++, C#, Java, Python, PHP, JavaScript

APIs: OpenGL, DirectX 11 and 12, FMOD, Windows, Android

Libraries: GLEW, GLFW, ImGui, spdlog, NoesisGUI

Software: Unreal Engine 4, Unity Engine, Android Studio, RenderDoc

IDEs: Visual Studio, JetBrains Rider

Version Control: Git, Perforce, FileZilla, SVN