Dennis Fokker

Game dev & Programmer

Game developer and software engineer with four years of professional experience. Has experience in a lead position and worked with various languages and engines, with a current focus on Unreal Engine.

dennis.fokker@live.nl ✉

0611911153 📱

EINDHOVEN, Netherlands 📍

dennisfokker.com

WORK EXPERIENCE

Lead programmer (Unreal Engine)
Enversed Studios
03/2019 - Present
Game studio developing specializing in multiplayer VR experiences, but also providing desktop and singleplayer apps

Responsibilities/Tasks
- Design and implement features for developers and app/game users.
- Work with Product Owner to translate client's desires into workable tasks for the development team.
- Create and maintain app distribution platform.
- Audit developers to ensure a performant and maintainable codebase.
- Update and maintain conventions to ensure codebase consistency.
- Update and maintain distribution pipeline.

Intern game developer (Unity)
Hulan
08/2017 - 01/2018
Learning game development in a professional setting through small projects. First experience with multiplayer in a simple 2D game.

Script developer
Coosto
07/2015 - 12/2016
Writing scripts that spider and scrape social webpages (blog, news, etc.) for specialized data analysis and visualisation.

EDUCATION

Fontys University of Applied Sciences
HBO ICT
2015 - 2019

Courses
- Software engineering
- Game design and technology

SKILLS

Skill	Level
C#	●●●●●
Unreal Engine	●●●●●
UE Blueprints	●●●●●
C++	●●●●○
Java	●●●●○
Python	●●●○○
Unity	●●●○○
Java-/Typescript	●●●○○
HTML/CSS	●●●○○
SQL	●●○○○

PRODUCT HIGHLIGHTS

Enversed Framework
- Continued development of a framework for the use of (multiplayer) VR apps. Contains both user-oriented features such as movement and item interactions, and developer-oriented features such as a generalized score system and licensing.

Enversed Home
- Distribution platform of relevant Enversed-made apps to clients.
- Contains communication with other computers on the network to configure and start apps into a single multiplayer session.
- Cloud solution made on AWS for account management and app storage.

Proto Invention Factory ⧉
- Various (physical) VR experiences in a shared setting.
- Calibrating Arduino-based physical setups and implement communication pipeline with the game.
- Implement Arduino-based communication pipeline with external user ID and score tracking system.

LANGUAGES

Dutch	English
Native or Bilingual Proficiency	*Full Professional Proficiency*