

Dennis Fokker

Game dev & Programmer

Game developer and software engineer with five years of professional experience. Experience in a lead position and knowledge of various languages and game engines, focusing on Unreal Engine.



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WORK EXPERIENCE

Gameplay programmer (Unreal Engine) NeoBards

02/2024 - 12/2024

Game studio creating games with various partners, with both single and multiplayer gameplay.

Responsibilities/Tasks

- Communicate with designers to get the full scope of a gameplay feature.
- Implement gameplay features through an iterative process.
- Create tooling for designers and artist to streamline integrations and create a data-driven environment.

Lead programmer (Unreal Engine) Enversed Studios

03/2019 - 01/2024

Game studio 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 a distribution platform of created products and the pipeline to publish and update these products.
- Audit developers to ensure a performant and maintainable codebase.
- Update and maintain conventions to ensure codebase consistency.

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.

EDUCATION

Fontys University of Applied Sciences HBO ICT

2015 - 2019

Courses

- Software engineering
- Game design and technology

SKILLS

Unreal Engine (Blueprints & C++)

Unity (C#)

Online multiplayer

Virtual reality

Cloud computing (AWS)

NodeJS

Angular

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.
- Allows for managing computers on the network and starting multiplayer sessions with shared configurations.
- Cloud solution made on AWS for account management and app storage.

Proto Invention Factory

- Various VR experiences in a shared setting.
- Creating a communication pipeline between Arduino-based physical input controls, such as a bicycle, and calibrating said hardware.
- Integrate an external user ID system with score tracking based on the player's performance in the game.

LANGUAGES

Dutch

Native or Bilingual Proficiency

English

Full Professional Proficiency