



Frank van Summeren

Portfolio: frank-van-summeren.com

Email: f.summeren@gmail.com

Software

- C++
- Unreal Engine 4 & 5
- Xaml
- Github
- Perforce
- SVN
- Jira
- Confluence
- Miro
- UML

Skills

- Adaptable to different areas of coding depending on the need of the project
- Taking initiative in figuring out risks early and figuring out appropriate responses
- Interdisciplinary communication
- Cross Platform development
- analytical and problem-solving skills
- Prototyping & quick iterations
- Optimizing & Stabilizing
- Scrum & Agile Methodologies
- OOP & Design patterns

Education

Bachelor of Science – Creative Media and Game technologies (Cum Laude)

Breda University of Applied Sciences
September 2020 – July 2024

HAVO – High School Education

Heerbeeck College
September 2015 – June 2020

Professional Experience:

Age of Wonders 4 | Triumph Studios |

Released on multiple platforms

Role: Gameplay programmer intern

References: Thom de Moor | Ronald van Dijk

September 2023 – June 2024

- Reworked the overarching meta system.
- Kicked off multiple initiatives to improve UX for upcoming DLC
- Creating code support for new content for multiple DLC's
- Setup the achievements for upcoming DLC
- Optimizations & Multiplayer stabilization
- UI/UX development

Released student projects:

Ornament-Express | VR Game | Released on Steam |

Yugo Bafta Finalist | Dutch game Awards Nomination

Role: Lead & Gameplay programmer

September 2022 – February 2023

- Multiple puzzle system prototypes & iterations.
- Created systems for multiple interactable in game.
- Setup & iterated upon our code review pipeline.
- Facilitating communication between discipline.
- Communicating with stakeholders.
- Optimizing codebase

Role: Product Owner & Gameplay programmer

February 2023 – June 2023

- Backlog prioritization and upkeep.
- Upholding product vision and cohesion.
- Communicating project state to stakeholders.
- Hosting build reviews.

Cry of the fox | Released on Itch.io

Role: Gameplay programmer

May 2022 – June 2022

- Created the mantle mechanic.
- Setup the Loading and saving system for the game.
- Reworked the game's scent mode.
- Responsible for UI/UX code support.

Personal projects:

FCE | Personal Custom Engine project | GitHub

June 2022 – September 2022

- Renderer setup with Vulkan both 2d & 3d
- Created AI state machine and A-star pathfinding
- Made use of existing libraries for ECS and collisions
- Made the UI for the engine through ImGui