



# Channing Eggers

Game Developer | Programmer

## Programming Languages

C++ | C#

## Human Languages

Dutch (Native) | English (Fluent)

## Game Engines

Unreal Engine 4 | Snowdrop | Unity3D | Game Maker 1.4

## Software Experience

Visual Studio (Code) | Git | Perforce | Doxygen








## Management

Jira | Trello | Scrum | Kanban

## Competencies

Punctual | Logical Thinker | Problem Solver | Strives to Write Clean Code | Hard-Working | Communicative

## Contact

-  Dutch Nationality
-  North Brabant, The Netherlands
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-  [www.channingeggers.com](http://www.channingeggers.com)
-  [linkedin.com/in/channing-eggers](https://www.linkedin.com/in/channing-eggers)
-  [github.com/TDCRanila](https://github.com/TDCRanila)
-  [gitlab.com/TDCRanila](https://gitlab.com/TDCRanila)

Game Developer that focusses on Game Programming. Mainly being a **Generalist** with experience in **Gameplay**, **Tools**, **AI**, and **Engine Programming**. Has worked on several multidisciplinary game projects during their studies at NHTV/BUAS.

## Education

### **IGAD / Creative Media and Game Technologies (HBO)**

(Bachelor's Degree in Computer Science)

NHTV / Breda University of Applied Sciences

*September 2016 - 2020*

Developed, programmed, and worked on multiple multidisciplinary game projects. Using professional game engines, API's, and or custom frameworks. Gained experience in project management, planning, game design, communication, programming, industry tools & technology, professionalism, and self-learning.

### **Higher General Secondary Education (HAVO)**

Gertrudiscollege Roosendaal

*September 2011 - June 2016*

## Projects & Work Experience

### **Tom Clancy's The Division 2: Warlords of New York**

#### **Junior Gameplay Programmer (AI/NPC) Intern**

Massive Entertainment - A Ubisoft Studio (Y4 Internship)

*September 2019 - June 2020*

- Been part of a couple of title updates and the release of WoNY Expansion for The Division 2. Which includes feature development and periods of polish work.
- Worked on various aspects of the AI NPC features & systems and helped improve them within the Snowdrop engine.
- Close collaboration with Level Design regarding NPCs. Highlighting the work done for the intro mission of the expansion regarding the cooperative NPC.

### **Captain Starshot (Steam Release)**

#### **Generalist Programmer - (team of 20+)**

NHTV / Breda University of Applied Sciences (Y3 Student)

*September 2018 - July 2019*

- Single Player Roguelike Top-Down Shooter.
- Unreal Engine 4 Blueprints & C++ Development.
- Procedural Content Generation, Technical Support, Perforce & Technical Support (UE4, Blueprints, and C++) for the team, Dedicated Build Engineer.

### **IGArt - Generalist & AI Programmer - (team of 10)**

NHTV / Breda University of Applied Sciences (Y2 Student)

*April 2018 - June 2018*

- Custom C++ Framework with an editor for building simple platformer games.
- C++ Multiplatform Development for Windows & PS Vita.
- Designed and constructed a custom Behaviour Tree System & Tool.