Channing Eggers

Game Developer | Programmer

Programming Languages
C++

Human Languages
Dutch   *(Native)*
English   *(Fluent)*

Game Engine Experience
Unreal Engine
Snowdrop
Godot
Game Maker 1.4

Software Experience
Visual Studio (Code)
Git
Perforce
Cmake
Doxygen

Project Management Experience
Jira
Trello
Scrum
Kanban

Information
Dutch Nationality

Based in
North Brabant, The Netherlands

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github.com/TDCRanila
gitlab.com/TDCRanila

linkedin.com/in/channing-eggers

A game developer **based in The Netherlands** with a focus on **Gameplay & AI/NPC Programming.** Occasionally likes to work on engine and tools related topics in their personal projects as a generalist. Has **worked on multiple multidisciplinary game projects** in their career and studies at **NHTV / BUAS.**

Projects & Work Experience

[Junior Gameplay Programmer (AI/NPC) Intern]
Massive Entertainment – A Ubisoft Studio

Tom Clancy's The Division 2: Warlords of New York
September 2019 – June 2020

- Was a **full member of the NPC Gameplay Team** – joining in sprints, code-reviews, meetings, play-tests, etc.
- Worked on several post-launch updates for the base game and did **feature work, bug-fixing, and polishing** for the expansion.
- Worked on various aspects of the **AI/NPC features & systems** within the project, and helped improve them.
- **Closely collaborated with level design** regarding cooperative NPCs – highlighting the work done for the intro mission of the expansion.

[Generalist & Gameplay Programmer]
NHTV / Breda University of Applied Sciences

Captain Starshot | (team of 20~30)
September 2018 – July 2019

- *'Captain Starshot'* – a Roguelike Top-Down Shooter with Procedural Level Generation released on Steam.
- **Unreal Engine 4** Blueprints & **C++ Development**.
- Worked on **PCG and Gameplay Systems**.
- Provided **Perforce, Unreal Engine, and General Technical Support** for the team.
- Dedicated **Build Engineer**.

[Generalist & AI Programmer]
NHTV / Breda University of Applied Sciences

IGArt Framework | (team of 10)
April 2018 – June 2018

- *'IGArt'* – a **custom C++ framework/engine** with an editor for creating simple 2D Platformer games.
- **C++ multi-platform development** for Windows & PS Vita.
- Implemented a **custom 'Behaviour Tree System'** and an in-editor tool.

Education

IGAD / Creative Media and Game Technologies — Bachelor's Degree in Computer Science (HBO)
NHTV / Breda University of Applied Sciences

September 2016 – 2020

- Worked on multiple multidisciplinary game projects using professional game engines, custom engines, and APIs.
- Gained experience in project management & planning, game design, communication, programming, self-development & reflection, and researching.

Higher General Secondary Education (HAVO)
Secondary Profile: Nature & Technologies (Science Orientated)
September 2011 – June 2016