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## WORK EXPERIENCE

Feb 2019 – August 2019, Team6 Game Studios

Game programmer

- Worked on a game project writing gameplay code in C++ and UI code in Lua.
- Working on the back-end server for a game in C# and JavaScript.
- Worked with Microsoft Azure's PlayFab, Azure Functions and Azure Tables.

September 2018 – January 2019, Team6 Game Studios

Intern programmer

- Creating an engine tool to translate game engine UI assets to Lua code.
- Worked on adding Google Play login support to a UE4 project.

## EDUCATION

2013 – 2019, Bachelor Game Architecture & Design, NHTV Breda University of Applied Sciences, Breda

- Programming game projects while working in groups with artists, designers and producers.
- Fourth year personal project, where I created a parser for a custom scripting language.

2012 – 2013, Radboud University Nijmegen

- Artificial intelligence

2005 – 2012, Mondial College, Nijmegen

- High school education at VWO-atheneum level.
- NG profile, subjects: maths B, physics, chemistry, biology, English, French, Dutch, geography, ANW, CKV and PE.

## COMPETENCIES

Computer skills:

- Fluent in C++, used to write gameplay code, integrate SDKs into UE4, and create tools via UE4 engine plugins.
- Fluent in Lua, used when writing UI code and for an engine tool.
- Fluent in C, used in my fourth year student project.
- Experience in JavaScript, used for back-end server code in Microsoft Azure's PlayFab.
- Proficient in Unreal Engine 4, coding in C++ for gameplay and tools programming, and UE blueprint, using Blueprints for gameplay and systems programming.

- Experience integrating third party SDKs into UE4, such as the Facebook SDK, Flurry analytics SDK and Firebase Cloud Messaging SDK.
- Experience using Microsoft Azure Functions, Azure Tables and Azure's PlayFab.
- Proficient in Unity3D and C# from working on several student game projects. For a local multiplayer game for PC I worked on gameplay programming using physics-based movement. For a networked multiplayer game for android using Chromecast, I worked on gameplay and UI programming.
- Proficient at using version control software such as Perforce and tortoise SVN, and brief experience with git.
- Proficient at using word, excel and powerpoint.

#### Other competencies:

- Driving license category B (cars)

#### Languages:

- Dutch: Native
- English: Professional
- French: Limited

#### PERSONAL INTERESTS

- Playing video games, as this is where my interest in making games comes from. Gaming has been my biggest hobby for most of my life, and I keep up to date with new releases and news in the industry.
- I play tennis, which I enjoy for the one-on-one competitive aspect.
- I like playing tabletop games with friends to socialize.
- Dungeons & Dragons, both as a player and game master. I like using my imagination to create characters and stories with friends.