

Lon van Ettinger

Game Programmer | Graphics Programmer

EDUCATION

BREDA UNIVERSITY OF APPLIED SCIENCES

BACHELOR OF SCIENCE: CREATIVE MEDIA AND GAME TECHNOLOGIES

Sep 2022 - Present, Expected July 2026 | Breda, The Netherlands

PROJECTS

CUSTOM ENGINE & BLIGHTSPIRE

TEAM PROJECT, C++, VULKAN, WINDOWS/LINUX

Graphics and Tools Programmer | Sep 2024 – Present

- **Extended our Vulkan renderer** with an extensive **GPU based Compute Particle system** inspired by Wicked Engine's Particle system.
- Particle emitters integrated into the ECS and our engine's editor with live editing and serialization.
- Implemented dynamic **screen space decal rendering** into the deferred renderer.
- **Organized play testing** for our game, helped our designer with **production work** and provided **feedback to level and gameplay systems**.

CUSTOM ENGINE & BLOSSOM

TEAM PROJECT, C++, OPENGGL, WINDOWS/PS5

Graphics and Tools Programmer | Feb 2024 – July 2024

- Implemented **FastNoise2's noise editor** into our engine's editor with added **custom QOL features** for Visual Artists to use for faster iterations of set-dressing our level.
- Implemented **Bloom and Tonemapping post processing effects** for both **Windows and PS5**.
- **Ported** implemented graphical features by other teammates from **Windows to PS5**.

VOLUMETRIC RENDERER

SOLO PROJECT, C++, OPENGGL, WINDOWS

Graphics Programmer | Nov 2023 - Feb 2024, continuing in free time

- **Expanded** our university's in-house **custom engine's renderer** to render **localized boxes of Volumetric Fog**, following a paper by Tóth & Umenhoffer on Real-time Volumetric Lighting in Participating Media.

PBR RENDERER

SOLO PROJECT, C++, PS5

Graphics Programmer | Sep 2023 - Nov 2023

- Learned to **set-up a PS5 application and basic renderer**.
- Implemented **GLTF model loading** using TinyGLTF.
- Expanded renderer with **PBR rendering**.

OUT OF CONTROLL

TEAM PROJECT, UNREAL ENGINE 5

UI Programmer | May 2023 – July 2023

- Implemented **Main Menu, Pause Menu** and **Player HUD** using Unreal Engine 5's widgets.
- Involved in the **design and art process** of UI elements by **frequent communication and feedback** with teammates of other disciplines.

PROFILE

Student at Breda University of Applied Sciences. A **flexible Game Programmer**, with most experience in **Custom Engine, Graphics Programming** and **Tools Programming**.

Strong **Team Player** with good **Inter-disciplinary Communication**. Eager to pick up tasks in a team and **explore new directions**. Always open for giving and receiving **feedback and new ideas**.

I'm looking for a game programming **internship** and am currently **located in The Netherlands**, but **open to relocation**.

SKILLS

HARD SKILLS

C++

Git/Github • Perforce

Windows • PS5

OpenGL • Vulkan

Jira • Codecks

SOFT SKILLS

Team Player • Communication

Multi-disciplinary engagement

Flexible developer

LANGUAGES

Dutch - Native

English - Fluent

HOBBIES

Playing video games

Drawing, Cross-stitching and Sewing

Attending concerts

LINKS

WebSite:// lonvanettinger.com

E-Mail:// lyvanettinger@gmail.com

LinkedIn:// [lon-van-ettinger](#)

Github:// [lyvanettinger](#)