




# Marten Hilhorst


Programmer


## About me

I've been programming since high school, starting with making small games in JavaScript. Since then, I have worked on developing many games in my time at Buas. Specializing in animation engineering, and the developer tooling that comes along with it.

During this time, I've been credited for making reliable and well thought out systems, Great collaboration with other disciplines, and creating a motivating and supportive atmosphere for others to work in.

 Martenh88888@gmail.com

 www.martenhilhorst.com

 Utrecht, Netherlands

## Qualifications



### Bachelor of Science

Expected graduation:  
July 2025

Media and Game Technologies



### Certificate of Proficiency in English (C1)

University of Cambridge

## Software

Engines



Languages



Creation



Development



## Languages

English Proficient (C2)

Dutch Proficient (C2)

German Novice (A1)

## Experience

### **Animation engineer** | Sep 2024 – July 202

Buas – Break-a-bot

Working on animation tooling, connecting maya and unreal and creating procedural animations to work in tandem with hand crafted animations for main and side characters.

### **Lead Programmer & Texture Artist** | Sep 2022 – July 2023

Buas - Ornament Express

Leading the programmers in a team of 20 for a VR puzzle game. Doing additional texture work as was required.

### **Lead Programmer and Procedural Programmer** | Sep 2020 – July 2021

Buas - Cabinet of Curiosities

Facilitating designer tools and communication in a 20 person team. Creating a dungeon generation algorithm.

### **Tools Programmer** | Jan 2020 – July 2020

Buas - Kairos

Creating a dungeon generator using designer created content. Building tools to alter the dungeon generation.

### **Engine Programmer** | July 2021 – Sep 2022

Solo Project – Custom Engine

Worked as a solo developer. Creating Graphics pipelines, Procedural generation, Physics systems and Tooling.