



✉ Martenh88888@gmail.com

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📍 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)

Marten Hilhorst

C++ Programmer

About me

I've been programming since high school, starting with making tiny web games for my friends to play. Since then, I have been able to expand those skills enormously at Buas. Specializing in animation engineering, and the developer tooling that comes along with it.

During that 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.

Experience

Animation engineer | Sep 2024 – July 2025

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

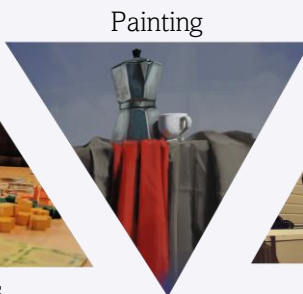
Solo Project – Custom Engine

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

Hobbies



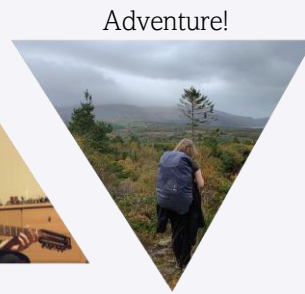
Boardgames



Painting



Music



Adventure!