Marten Hilhorst
C++ Programmer

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💼 www.martenhilhorst.com

📍 Utrecht, Netherlands

Qualifications

Bachelor of Science
Expected graduation:
July 2026
Media and Game Technologies
Breda University of Applied Sciences

Certificate of Proficiency in English (C1)
University of Cambridge

Software

Engines

Languages

Creation

Development

Languages

English	Proficient (C2)
Dutch	Proficient (C2)
German	Novice (A1)

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 all the odds and ends of developer tooling that come 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

Tools & Animation engineer | Nov 2025 – April 2026
XR4 Industry

Developing rigging tools for non-game developers. Mesh generation and improving the existing inverse kinematics solution for closed bone loops.

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
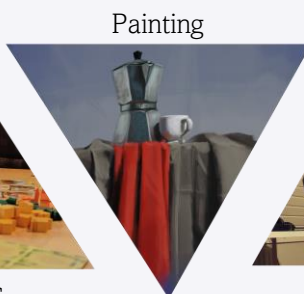Solo Project – Custom Engine

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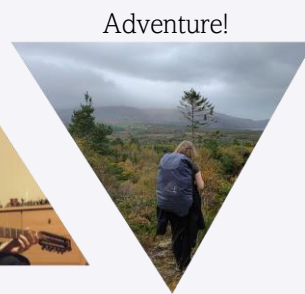
Hobbies

Painting

Adventure!

Boardgames

Music