



MENNO MARKUS

ASSOCIATE TECH LEAD

PROFILE

Hi there! I'm Menno, a game programmer focussing on core gameplay systems.

I work on creating systems that provide a foundation for gameplay to build on top. Empowering both players and team members. This requires understanding people's needs and be able to translate this in efficient code, setting the bar for the rest of the game.

In my free time I love working on retro games, exploring old techniques and delving into assembly. Some of which intertwines with my day to day work. Outside of games I have an interest in language learning and reading.

Please don't hesitate to [visit my portfolio](#) and explore some of my work!

SKILLS

-  C++, C, Zig, Lua, ARM
-  PS5, Xbox S/X, Steam, Epic, Linux
-  Perforce, SVN
-  Jira, Hansoft

LANGUAGES

Dutch - Native Speaker
English - Fluent Speaker
Japanese - Hobbyist

CONTACT

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PROJECT EXPERIENCE

Jurassic World Evolution 3

Senior Programmer

Frontier Developments | 2 years, 6 months | In House Engine

- Fully overhauled the build tools providing a new level of freedom to where our artists use same tools players will be using.
- Integrate gameplay features around the new building pieces.
- Part of initial project setup, porting from across our active projects. Introducing new version control software to the team.

Warhammer Age Of Sigmar: Realms Of Ruin

Full Programmer

Frontier Developments | 3 years, 5 months | In House Engine

- Creating a deterministic networking simulation from scratch on which the gameplay is build. Including entity component system, component file compiler, and tools for replaying player input.
- Implementing both in game and socials based networking features taking care of TRC's around this.
- Part of all stages of the project from preproduction to release.
- Work presented at GDC: ['Cross Platform Determinism in Warhammer'](#)

Kari: Stranded on the shores of Vanaheim

Gameplay & Tools Programmer

16 weeks | UE4 C++ | 29 People

- Creating and setting up tools for designers to interact with the online database. Using the database to add gameplay features easily extendable by designers.
- Working with design and art to implement all items in the game.
- The Rookies award finalist.

Bit-Buster

AI & Gameplay Programmer

24 weeks | Personal C++ Engine | 9-25 People

- Creating a 3D crowd based path finding system for fully destructible voxel worlds.
- Implementing all AI and contributing core gameplay features to our custom C++ engine build from scratch for the game.
- Managing oversight and planning for our 9 programmers. Helping teach other disciplines our engine.

EDUCATIONAL HISTORY

Bachelor of Science - International Game Architecture And Design

Breda University of Applied Sciences | Cum Laude

Higher General Secondary Education

Groene Hart Lyceum | Cum Laude