

ILAN GEERLIGS

G A M E P R O G R A M M E R

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 Breda, Netherlands

 <https://ilangeerligs.github.io>

SKILLS

- C++
- Unreal Engine
- C#
- Unity
- Git
- Perforce

EDUCATION

BACHELOR - CM>

Breda University of Applied Sciences
2020 - Present

N&T HAVO DIPLOMA

De nieuwe havo
2015 - 2020

EXPERIENCE

GAMEPLAY PROGRAMMER

Project Aincrad
2022 - Present

- Created a networked NPC system with editor tooling
- Worked in a very large team of 30+ people
- Targeted both desktop and standalone VR

GAMEPLAY PROGRAMMER

RAoT
2021 - 2022

- Worked on optimizing existing game systems
- Improved hit detection and ping mitigation
- Worked closely with play testers to find and fix bugs

GAME PROGRAMMING STUDENT

Breda University of Applied Sciences
2020 - Present

- Worked on multiple C++ game projects and a custom Engine.
- Worked in cross disciplinary teams
- Build multiple games using Unreal Engine.