

Riko Ophorst

GAMEPLAY, GRAPHICS & ENGINE PROGRAMMING

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I am a programmer, programming the next generation of games, graphics and engines. Skilled in the newest technologies, such as DirectX 12 and Vulkan, I aim to take graphics to the next level.

Experience **INTERN HTML5 GAME DEVELOPER:** Cool Games (Amsterdam, NL), Sep 2014 – Feb 2015

Intern HTML5 game developer on a team of around 15 people. Worked on various projects for the mobile gaming platform using HTML5 and JavaScript. Responsible for developing UI for dynamic resolutions, back-end tools using NodeJS, fixing bugs. I also was heavily involved in the process of developing the core game mechanics for the projects I worked on. Developed clopp, a custom tool to precompile JavaScript. Built tools to easily design scalable UI using the Cocos2D UI editor.

INTERN HTML5 GAME DEVELOPER: Spil Games (Hilversum, NL), Feb 2014 – Jul 2014

Intern HTML5 game developer on a team of around 15 people. Contributed to various projects for Spil's mobile gaming platforms using HTML5 and JavaScript. Responsibilities included: developing scalable UI for dynamic resolutions, developing back-end tools using NodeJS, building tutorials in the games we made. Heavily involved in the process of developing the core game mechanics for the projects I worked on. Built tools to facilitate a faster production pipeline, for example a way to easily convert source assets to usable assets in game. Built unit-tests according to TDD standards to ensure stable builds.

Education **BACHELOR OF COMPUTER SCIENCE:** NHTV Breda (Breda, NL), 2015 – present

At the NHTV in Breda I'm studying the International Game Architecture and Design (IGAD) programme, specializing in graphics & engine programming specifically targeting games. During this programme, I covered: C++, C#, C, 3D math, OpenGL, DirectX, Vulkan, shader programming, advanced lighting, and much more.

MEDIA & APPLICATION DEVELOPMENT: SiNTLUCAS (Eindhoven, NL), 2012 – 2015

At SiNTLUCAS in Eindhoven I studied media & application development. I learned all about the basics of making games, and got to do my first internships during this education. During this programme, I learned: JavaScript, HTML5, mobile game development, C#, SCRUM, working in agile environments and much more.

Projects **BLOWBOX:** Custom personal game engine, Jun 2016 – present

My personal game engine. Supports rendering in DirectX 12, Vulkan, OpenGL and DirectX 11. It is multithreaded, has Lua scripting support and custom memory management. It's still in its infancy stages, but I aim to support Windows, PS4 and Xbox One.

CLOPP: Custom JavaScript pre-compiler, Jan 2015 – Feb 2015

A tool to precompile source code built with NodeJS and GruntJS. It is built using regular expressions to process the source code, with advanced logic handling the different statements in the source code.

DWARVES & GOBLINS: 72 hour game jam project, April 2014

Dwarves & Goblins was built during Ludum Dare 29 using JavaScript and Pixi.js. It was built in 72 hours by 3 people. The game is about protecting your miners from the goblins by sending down tremors through the ground. This was my first real game jam, and still is the game which I'm most proud of.

Skills **GENERAL:** Scrum, game engines, gameplay, graphics, low-level programming, optimizations

PROGRAMMING LANGUAGES: C++, C#, C, HLSL, GLSL, JavaScript, HTML5

API'S: OpenGL, Vulkan, DirectX 11, DirectX 12, Lua, Windows

ENGINES: Unity3D, Phaser