# Sam van der Hoeven

Game Developer

✉ hoevens@yahoo.com   📞 +31636515558   📍 Breda, The Netherlands

## Summary

I am a C++ and Unreal Engine Game Programmer with a passion for creating immersive gaming experiences.
I have honed my skills through various university projects and freelance work.

## Work Experience

**Programming Freelancer**                     Jan 2023 - Present
Sam Freelancing, Remote
As a freelancer, I work with clients to realize their dream games and other projects, usually in Unreal Engine / C++.
Some of my work includes:
- Lead network programmer on a Battle Royale game
- Procedural generation and optimization programmer on an evolution simulation game
- Gameplay programmer on a story driven game
- Building an AI tool simulating scenes for movie productions
- Building a VR tool to simulate, modify, and test drive cars for car dealerships.

## Education

**Creative Media and Game Technologies**        Sep 2020 - Present
Breda University of Applied Sciences, Breda, Netherlands
I study game programming, specializing in game engines, networking, and physics. Over the years, I have developed several games for Windows and PlayStation, some of which have been released on Steam and Itch.io.
You can read more about the projects I made on my website www.samvanderhoeven.com.

## Extracurricular activities

**Robotics programmer**                         Sep 2016 - Jul 2019
Newmancollege, Breda
In high school, I participated in the First Tech Challenge, an international robotics competition where teams make robots to complete assignments and obstacles. I was tasked with programming our robot to drive both autonomously and controlled with controllers. We made it to the finals in the US two years in a row.

## Personal details

Date of birth
October 11, 2001

Place of birth
Mountain View, CA, USA

Nationality
American, Dutch

Website
samvanderhoeven.com

## Skills

Unreal Engine C++ and Blueprinting

Unreal Engine optimizations, multi threading, VR, and generative AI

3D mathematics

Programming in C++

Revision managers Perforce, GitHub, and Subversion

Agile project tools Jira, Trello, and Meistertask

Communicating with co-workers and clients

Problem Solving

## Languages

Dutch

English

German