Lon van Ettinger

Game Programmer | Graphics Programmer

EDUCATION

BREDA UNIVERSITY OF APPLIED SCIENCES
Bachelor of Science: Creative Media and Game Technologies
Sep 2022 - Present, Expected July 2026 | Breda, The Netherlands

PROJECTS

CUSTOM ENGINE & BLIGHTSPIRE
Team Project, C++, Vulkan, Windows/Linux
Graphics and Tools Programmer | Sep 2024 – Present
- **Extended our Vulkan renderer** with an extensive **GPU based Compute Particle system** inspired by Wicked Engine's Particle system.
- Particle emitters integrated into the ECS and our engine's editor.
- **Organized play testing** for our game and helped our designer with **production work**.

CUSTOM ENGINE & BLOSSOM
Team Project, C++, OpenGL, Windows/PS5
Graphics and Tools Programmer | Feb 2024 – July 2024
- Implemented **FastNoise2's noise editor into our engine's editor** for Visual Artists to use for faster iterations of set-dressing our level.
- Implemented **Bloom and Tonemapping post processing effects** for both **Windows and PS5**.
- **Ported** implemented graphical features by other teammates from **Windows to PS5**.

VOLUMETRIC RENDERER
Solo Project, C++, OpenGl, Windows
Graphics Programmer | Nov 2023 - Feb 2024, continueing in free time
- **Expanded** our university's in-house **custom engine's renderer** to render **localized boxes of Volumetric Fog**, following a paper by Tóth & Umenhoffer on Real-time Volumetric Lighting in Participating Media.

PBR RENDERER
Solo Project, C++, PS5
Graphics Programmer | Sep 2023 - Nov 2023
- Learned to **set-up a PS5 application and basic renderer**.
- Implemented **GLTF model loading** using TinyGLTF.
- Expanded renderer with **PBR rendering**.

OUT OF CONTROLL
Team Project, Unreal Engine 5
UI Programmer | May 2023 – July 2023
- Implemented **Main Menu**, **Pause Menu** and **Player HUD** using Unreal Engine 5's widgets.
- Involved in the **design and art process** of UI elements by **frequent communication and feedback** with teammates of other disciplines.

PROFILE

Student at Breda University of Applied Sciences. A **flexible Game Programmer**, with most experience in **Custom Engine**, **Graphics Programming** and **Tools Programming**.

Strong **Team Player** with good **Inter-disciplinary Communication**. Eager to pick up tasks in a team and **explore new directions**. Always open for giving and receiving **feedback and new ideas**.

I'm looking for an **internship** and am **open to relocation**.

SKILLS

HARD SKILLS
C++
Git/Github • Perforce
Windows • PS5
OpenGL • Vulkan
Jira • Codecks

SOFT SKILLS
Team Player • Communication
Multi-disciplinary engagement

LANGUAGES
Dutch - Native
English - Fluent

HOBBIES

Playing video games
Cross-stitching and Sewing
Attending concerts

LINKS

WebSite:// **lonvanettinger.com**
E-Mail:// **lyvanettinger@gmail.com**
LinkedIn:// **lon-van-ettinger**
Github:// **lyvanettinger**