



# Maurice Heijligers

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**Date of birth:** 11-Jan-1996

**Discipline:** Programming

**Languages:** Dutch, English, C++

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## Introduction

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I am Maurice Heijligers, 3<sup>rd</sup> year International Game Architecture and Design (IGAD) student at [NHTV Breda University of Applied Sciences](http://www.nhtv.nl) in The Netherlands. For the fourth year of my education I would like to go on an internship of at least 6 months, ideally 12 months. I work well both in small and big teams and enjoy working with other disciplines.

## Skills

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- C++
- C#
- VR Development
- Skeletal Animations
- 3D Math
- OpenGL
- Perforce
- Unreal Engine
- Unity
- Gameplay
- Subversion
- Problem solving
- DirectX 12
- Vulkan

## Education

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|-------------------|--|
| 09/2016 – 03/2017 | Expert Programmer<br>NHTV IGAD- Ubisoft collaboration project "Project Plungers"<br>Not intended for release! Based on an existing Ubisoft IP. |
| 09/2016 – 03/2017 | Tech-lead<br>NHTV IGAD – Ubisoft collaboration project "Project Plungers"<br>Not intended for release! Based on an existing Ubisoft IP.        |
| 04/2016 – 06/2016 | Animation programmer<br>NHTV IGAD custom game engine project (Hyphen Engine)   |
| 02/2016 – 04/2016 | Graphics Programmer  |

- NHTV IGAD Research Project Dive [https://cradle.nhtv.nl/?page\\_id=1054](https://cradle.nhtv.nl/?page_id=1054)
- 11/2015 – 01/2016 Tech lead, PS4 Programmer  
NHTV IGAD "Sprookje" Unreleased PS4 game using Unreal Engine 4
- 08/2015 – 11/2015 Tech lead, Gameplay Programmer  
NHTV IGAD "Bodyslam" Unreleased Unreal Engine 4 android game
- 02/2015 – 06/2015 Team lead, Programmer  
NHTV IGAD "Compile" Released on Utomik, Mirrors Edge type game using Unity
- 08/2014 – 02/2015 Various unnamed, unreleased game projects for IGAD using C++.

## Experience

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09/2017 – Present Generalist Programmer at Pillow's Willow  
*At Pillow's Willow I have various tasks, including but not limited to: Bug fixing, Rapid Prototyping, Polishing Ports for our title Spark of Light, Optimizations, Developing finalized code for new games and new gameplays features.*

09/2016 – 09/2017 Webdeveloper at AdriaanSnoeren.com  
*My responsibilities at AdriaanSnoeren.com include but are not limited to: Creating robust and reliable code. Ensuring my code is compliant with the coding standard. Autonomously developing a fully working website according to a design provided by a client or created by designers.*

09/2011 – 08/2014 Junior modder for the MinecraftForge team.  
*My contributions for MinecraftForge consist mostly of bug fixes in the mod loading pipelines, helping to setup the hooks that allowed modders to change the Java bytecode and assisting our users in setting up their mod projects.*

9/2012 – 06/2014 GPU programmer for the Minecraft mod Optifine.  
*I assisted the original creator of the Optifine mod in optimizing Minecraft's rendering pipelines. Minecraft's original rendering algorithms were very CPU heavy, together with the Optifine team I helped bring life to a mod that allowed many more players to have Minecraft very heavily modded whilst staying performant.*

## Some more about me

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Prior to studying IGAD at NHTV I finished my higher general continued education (HAVO). I play the guitar, like to program, enjoy going for drinks and go for a stroll every once in a while. I have been interested in computers for as long as I can remember. When I learned to enjoy math and physics in high school I decided to try and get selected for NHTV their IGAD study, which luckily worked out. I like animals and like to think that my parents their cats like me better than they like my parents.