



# ERICO WIGGERS


## GAME PROGRAMMER


### PROFILE


Passionate and hardworking fourth-year game programmer student. Used to work in big groups and experience in engine, tools, gameplay, and AI programming.

Always curious to figure out how things work and eager to learn with determination to expand my knowledge. Thrives in a team environment and evenly efficient as an independent.


### CONTACT


 info@ericowiggers.com


 www.ericowiggers.com


 Oss, The Netherlands


### SKILLS

 C/C++, C#, Java

 Unreal Engine, Unity

 Perforce, Git/Github

 Jenkins, Mantis

 Jira, Trello

### HIGHLIGHTED PROJECTS

#### **P.A.I.N.T. - AI PROGRAMMER**

*Unreal Engine | PC and PS4 | 25 students | 5 programmers | 32 weeks*

- AI Design
- Flanking Manager
- Spawn Manager
- AI Director

#### **BIT-BUSTER - ENGINE & TOOLS PROGRAMMER**

*Custom Engine | PC | 4 - 25 students | 4 - 9 programmers | 24 weeks*

- Responsible for the QA pipeline
- Responsible for the editor
- Support engine design
- Input system
- Editor entity, world inspector
- Editor undo, redo feature
- Level management incl. back-ups
- Play, start and stop levels in editor

#### **BATTLESHIPS - GAMEPLAY PROGRAMMER**

*Custom Engine | PC and Raspberry Pi | 3 students | 3 programmers | 3 weeks*

- Camera system
- Steering behaviors for units
- Unit pathfinding
- Unit interaction and control

### WORK EXPERIENCE

#### **HANGAR 13/2K GAMES - ASSOCIATE CORE/SYSTEMS PROGRAMMER (INTERNSHIP)**

*Brno, September 2020 - PRESENT*

#### **LOGISTICIAN - SPIERINGS MOBILE CRANES**

*Oss, July 2016 - August 2018 (Part-time)*

#### **System administrator (Internship) - Dotcombusiness**

*Oss, August 2014 - December 2014 | February 2016 - June 2016 (Full-time)*

#### **SYSTEM ADMINISTRATOR INTERNSHIP - DHS INFORMATISERING**

*Oss, January 2014 - June 2014 (Full-time)*

#### **SYSTEM ADMINISTRATOR INTERNSHIP - HARENSE SMID**

*Oss, August 2012 - January 2013 (Full-time)*

### EDUCATION

#### **BREDA UNIVERSITY OF APPLIED SCIENCES**

*Breda, The Netherlands | 2017 - Present*

*Currently pursuing Bachelor of Science in International Game Architecture and Design with expected graduation July 2021*