



Arie Bennik

Game developer/ Software engineer/ UX researcher

ariebennik.com

Driver's license B + E

Dutch nationality

Education

BSc, Creative Media and Game Technologies (CMGT) 09/2018 – 07/2022
Breda University of Applied Sciences, Breda
(Formerly) International Game Architecture and Design (Programmer)

MSc, Master of Game Technology 09/2022 – Present
Breda University of Applied Sciences, Breda

Internships

CMGT – Graduation internship 09/2021 – 06/2022
Manus Meta | Finger & Full-body tracking for Mocap and VR, Eindhoven
The first half year: Working on the 'Manus Core' data processing engine and the 'Manus SDK', including networking, time synchronisation, and restructuring.
The second half year: An individual project to design and develop a gesture recognition system for all the Manus gloves. (NDA)

Study projects (small selection)

CMGT – Til Nord 09/2020 – 06/2021
Physics programmer & Tech-lead – team size: 19 PC: Steam
Open world snow mobile driving exploration game released on Steam.
Physics programmer – vehicle physics and physics materials.
Tech-lead – team planning and project structure.

CMGT – Time Enigma 05-2020 – 06-2020
System programmer – team size: 13 Android: Play Store
Mobile time traveling detective game to investigate and prevent the death of your cat.
System programmer – Unity Analytics, user reporting, Android emulation, UI.

CMGT – Crowd King 02/2020 – 04/2020
Engine programmer – team size: 10
Custom cross-platform engine for PC and PS4.
Engine programmer – custom polymorphic memory allocator. (NDA)

Employment

Freelance Software and games developer
AB236 10/2023 – Present

Sales employee in a paint speciality store 04/2017 – 11/2021
De Verzaak, Valkenswaard

Ground service & handling 02/2012 – 02/2017
Viggo Eindhoven Airport, Eindhoven

Skills

- * C++
- * C
- * C#/ .Net
- * Jenkins
- * Jira
- * Agile / Scrum
- * Perforce/ GitHub/ SourceTree
- * Unreal Engine 4 / 5
- * Unity
- * OpenGL / DirectX
- * Arduino
- * Visual Studio /VS Code
- * JetBrains Rider / ReSharper
- * Android Studio
- * Windows / Android / PS4 / RPI

Languages

- * Dutch (native)
- * English

Hobbies

- * Hot air Balloon crew
- * Scouting
- * Underwater hockey

Volunteering

- * Crowd manager
Glow, Eindhoven
2010 – present
- * Crowd manager coordinator
Glow, Eindhoven
2018 – present
- * Car caravan coordinator
Cycling tour 'Omloop der Kempen'
2016 – present
- * Youth supervisor
Children's camp "De Zolder"
2023 – present