https://alexandervl4.wixsite.com/portfolio alexandervanluipen@gmail.com
https://github.com/Riku70X

Alexander van Luipen

Gameplay Programmer

I'm a final year student at the University of Portsmouth working towards a degree in Computer Games Technology. I have experience developing games using a multitude of different software, and I'm looking for a job as a programmer in the gaming industry.

Technical Skills

Languages
- C++
- C#
- Python

Engines
- Unreal Engine
- Unity
- GameMaker2
- Pico-8

Software
- GitHub
- Jira
- Visual Studio

Soft Skills

Communication, works well under pressure, good time management, problem solving skills, adaptable, enthusiastic, ready to learn, motivated.

Projects

2D Side Scroller

A **solo Unity project** which involved the creation of a custom player controller. A **finite state machine** was implemented to allow new actions to be implemented easily.

Frozen in Time

A **group project** made in **Unreal Engine 4** where I was one of two programmers. Under a tight deadline I **acted as a leader**. Implemented the **level designs** and programmed the **player movement**.

Graveyard Drift

A **group project** made in **Unity** as part of the **Climax Game Jam**. I created the **AI** for the game's main enemy type and implemented the audio provided to me into the game. Effectively used **Plastic SCM** and **Trello** to work in a team to finish the project in **48 hours**.

Experience/Education

Lucid Games Ltd.

(August 2023 - August 2024)

Worked on an unannounced project for a year. Real world game dev experience.

University of Portsmouth

(September 2021 - May 2025)
Graduated 1st class honours.
Learned core programming principles.
Learned the **PS5 / Switch SDK** syntaxes.
Learned key enterprising knowledge.
Learned professional leadership skills.

Coulsdon Sixth Form College

(September 2019 - July 2021)
A-Level Mathematics – A*
A-Level Further Mathematics – A*
A-Level Physics – A*
A-Level Computer Science – A

Hobbies and Interests

I enjoy a lot of video games, some of my favourite genres include platformers, puzzle games and real-time-strategy games. I also watch videos breaking down how my favourite games work behind the scenes. I spend a lot of time helping fellow students, sometimes in person, sometimes through my University's discord server. I tend to walk a lot too, I find it incredibly relaxing, and it's a good way to clear my head.