

# RAUL GERNAERT

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Gameplay programmer with experience in indie and AAA games. Likes creating and maintaining gameplay systems and AI which other developers can use to show their creativity.

## GAME INDUSTRY EXPERIENCE



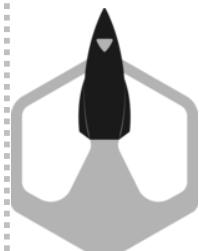
05/2022 – 11/2024

**GAMEPLAY ENGINEER**, SHARKMOB

WEBSITE: [HTTPS://WWW.SHARKMOB.COM/](https://www.sharkmob.com/)

Worked on Exoborne for around 6 months supporting the Malmo studio.

Afterwards worked on an unannounced cancelled project. During my tenure at Sharkmob, I was creating large gameplay systems that were used as call to actions for the player. My goal was to create a flexible easy to use system that other developers could easily pick up and expand on. For the last half year I moved to the combat team where I was responsible for implementing new enemy types and combat abilities using GAS. Both projects were using Unreal 5, utilizing both C++ and blueprints.



05/2021 – 03/2022

**GAMEPLAY SCRIPTER**, BUILD A ROCKET BOY

12/2018 – 05/2021

**ASSOCIATE GAMEPLAY SCRIPTER**, BUILD A ROCKET BOY

WEBSITE: [HTTPS://WWW.BUILDAROCKETBOY.COM/](https://www.buildarocketboy.com/)

Worked on an Everywhere. Created and maintained the initial version of the User generated content tools. implemented feedback from other developers. As a gameplay scripter I communicated with design/ programming and art to implement desired features. Working in both Amazon Lumberyard and Unreal Engine 4

During my tenure at Build a Rocket Boy I learned and used Lua and gained ownership over the technical implementation of gameplay systems.



05/2017 – 07/2018

**AI PROGRAMMER**, SPLIT POLYGON

11/2016 – 05/2017

**GAMEPLAY PROGRAMMER INTERN**, SPLIT POLYGON

WEBSITE: [HTTPS://WWW.INTERSTELLARRIFT.COM/](https://www.interstellarrift.com/)

Worked on Interstellar Rift. Created AI and maintained AI systems and implemented feedback from other developers/ players. As an AI programmer I created AI, friendly and aggressive, to improve the players experience in the game world.

During my internship I learned their in-house engine Aluna, implemented and improved AI in the game. Due to my performance and plans to implement more AI features in the game I got hired as an AI programmer.

As AI programmer I continued to design, implement and optimize AI that pushed the boundaries of the game engine. Implementing engine features to support the desired AI features. The engine features were in C++ and the regular AI/gameplay features were in C#.

## EDUCATION

01/2018

**BACHELOR OF SCIENCE (BSC) CREATIVE GAMES & MEDIA TECHNOLOGY (PROGRAMMER) /**  
NHTV BREDA UNIVERSITY OF APPLIED SCIENCES, THE NETHERLANDS

The courses at NHTV contained a mix of programming courses related to modern video game architecture. The programming course covered, Math, design and a plethora of programming courses including: Architectural design, graphics, audio, AI and Gameplay programming.

Next to individual courses the program emphasized group projects. These projects consisted of teams between 10 to 30 multidisciplinary students with the goal to create a game. My role in these projects was gameplay programmer. The games created were made using industry standard engines and tools like: Unreal Engine 4, Unity, Perforce and SVN

During my education I participated in multiple game jams, most notably Brains Eden in Cambridge, UK.

As part of the program, I went on internship at Split Polygon as gameplay programmer intern. See game industry experience for more information.

Post internship I created a small city simulation using Unreal Engine 4 creating my own behavior trees and Goal oriented action planners.

## NOTABLE SKILLS & ABILITIES

- **Game Engines:** Unreal Engine 5
- **Programming languages:** C++, C#, Lua
- **IDE/ Text editors:** Visual Studio, Visual Code, Rider
- **Others:** Jira, Confluence, Perforce, Git
- **Languages:** Dutch, English