



SKILLS

= I have some experience

LANGUAGES

- C++C#CLuaJS / TSXAMLLSLPythonAssembly

FRAMEWORKS/LIBRARIES

- STLImGuiQtNoesisGUI
- SDLFBXOpenGLDirectX11
- BGFX.NETASP.NET.NET MAUI
- .NET Blazor

ENGINES

- UE4UnitySnowdrop
- Warlock EngineGodot

SOFTWARE

- Visual StudioVSCodePerforce
- RiderPyCharmBlender
- MayaPremiere Prox64dbg
- JiraConfluenceOffice
- 010 EditorGhidraIDA

EDUCATION

BREDA UNIVERSITY

2014 - 2018

The Netherlands

International Game Architecture & Design

Bachelor of Science (BSc)

Graduated Cum Laude

AWARDS

WINNER

BEST STUDENT TECHNICAL

2017

BREDA UNIVERSITY

BEST STUDENT TECHNICAL ACHIEVEMENT

DUTCH GAME AWARDS 2017

BOLT STORM

NOMINEE

BEST STUDENT GAME DESIGN

2016

BREDA UNIVERSITY

BEST CODE IN A STUDENT PROJECT

BREDA UNIVERSITY

BOLT STORM

NOMINEE

BEST STUDENT GAME DESIGN

2016

BREDA UNIVERSITY

NOMINEE BEST STUDENT GAME DESIGN

DUTCH GAME AWARDS 2016

SOUL KNIGHT

NOMINEE

BEST STUDENT GAME DESIGN

2016

BREDA UNIVERSITY

BEST CODE IN A STUDENT PROJECT

BREDA UNIVERSITY

SOUL KNIGHT

EXPERIENCE

VIEW MY PORTFOLIO FOR MORE DETAILS: HUGO.FYI

Water Insight

Freelance Project

Malmö, Sweden (Remote)

Nov 2023 - Current

Custom hardware design, firmware (C/C++), backend (C#, ASP.NET), frontend (TS) and app (C#, .NET MAUI) development

UBISOFT

Narrative Systems Programmer

Malmö, Sweden

April 2020 - Oct 2023

Designing, implementing and maintaining Narrative Systems and tools for AAA-game title 'Avatar: Frontiers of Pandora'

- Developed a procedural animation system for NPC eye movement

- Developed a look-at system for characters and creatures

- Developed a procedural camera system for conversation dialogs

- Implemented various tools, optimizations and features across the Animation, Narrative & Sequencing Systems

UBISOFT

Junior Programmer

Malmö, Sweden

Jan 2018 - Mar 2020

Worked on AAA-game title 'Avatar: Frontiers of Pandora' in the area of Animation Tech & Tools

UBISOFT

Programming Internship

Malmö, Sweden

Sept 2017 - Dec 2017

Worked on AAA-game title 'Avatar: Frontiers of Pandora' in the area of Animation Tech & Tools

PROJECTS

warlockengine

GAME ENGINE FROM SCRATCH

Cross-platform game-engine and framework from scratch written in C++, with a custom build system written in C#. By far my largest personal-project to date. The project consists of many different systems and tools.

July 2016 - Present

MORE INFO: [HTTPS://WARLOCK.HUGO.FYI/](https://warlock.hugo.fyi/)

REVERSE ENGINEERING / PORTING BEYOND: TWO SOULS

I've reverse engineered the (then) PS3-exclusive Beyond: Two Souls.

- Reversed game data and type/id referencing mechanism

- Reversed and re-implemented proprietary Lua framework

- Figured out sequences, meshes, navmeshes, triggers, skeletons, UI system, audio, animation data, localization data, subtitles, choice events / branching story elements

- Re-implemented render pipeline, sequences, and a content browser

April 2014 - ?

MORE INFO: [HTTPS://HUGO.FYI/PROJECTS/B2S](https://hugo.fyi/projects/b2s)

SOUL KNIGHT, BOLT STORM (UNIVERSITY PROJECTS)

Both projects were made in UE4. I was responsible for most of the gameplay coding including player movement, state machines, camera behavior, combat systems and UI. Both projects had around 30 team members.

I've also facilitated UE4 builds for PS4 and Xbox One, and supported our artists and designers where necessary.

Dec 2015 - Aug 2017

MORE INFO: [HTTPS://HUGO.FYI/](https://hugo.fyi/)

DESIGN BY HUGO PETERS

VERSION 2.0

09/08/2024