

Mathias Dierickx – Freelance Network Programmer

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Profile

My name is Mathias, I live in Leuven, Belgium and am working as a self employed contractor programmer. I specialize in unreal engine game programming, but have a broad knowledge of game engines, so working with custom engines won't be a problem. You can expect me to always have top of the line hardware so I can ensure I can give the best service possible.

Technical Skills

- C++
- Unreal engine blueprints
- Unix/Linux
- Networking
- Unreal engine C++
- Perforce
- Blender
- Tools development

I have experience with a lot of systems within Unreal engine, ranging from blueprints to implementing custom replication graph code and optimizing multiplayer server performance for large online multiplayer games using unreal. Next to this I've also created custom tools for generating build scripts, facilitating the development pipeline and implementing telemetry systems.

Working Experience

Company	Role	Duration
Freelance – Sumo Digital	Principal Programmer – Gameplay/Networking	Sep 2023 – May 2024
	Senior Programmer – Core tech/Networking	Apr 2021 – Sep 2023
	Programmer – Core tech/Networking	July 2020 – Apr 2021
Freelance – Infinity Labs	Senior Programmer – Engine upgrade	Mar 2023 – Mar 2023
Sumo Digital	Programmer	April 2020 – June 2020
	Junior Programmer	June 2019 – April 2020
	Placement Programmer	Feb 2019 – June 2019

Education

Digital arts and entertainment gave me broad knowledge of game development. It covered a wide variety of topics from gameplay programming, to graphics programming and networking. On top of all the programming courses I got courses on both 2D and 3D art and how to integrate these into game engines. This combination makes me aware of all aspects of the AAA game development pipeline and facilitates communication of system requirements to other disciplines. This was proven by creating multiple games as part of a team during the course of my studies at DAE and a successful internship at Sumo Digital.

Digital Arts and Entertainment – Howest, 2016 – 2019 - Magna Cum Laude		
Programming 3	File IO, SQL, data parsing	19/20
Programming 4	Game engine design, networking, multithreading	17/20
Graphics programming 1	Introduction to DirectX and 3D game programming	16/20
Graduation work	Seven week personal research and implementation of a multithreaded game engine design.	18/20
Algorithms	Data Structures, sorting, pathfinding	19/20
Computer science – University Leuven, 2014 - 2016		
First year of academic bachelor completed. This course offered a lot of theoretical insight into many aspects of computer science, but I wanted something more hands on. That's why I transitioned to DAE after my second year.		