

Daniël Konings

Graphics programmer

Website: <http://www.danielkonings.com/>

Email: info@danielkonings.com

GitHub: <http://www.github.com/AcidVenom>



Year of birth: 1996

Nationality: Dutch

Languages: Dutch (Native), English (C2)

Residing in Oosterhout, the Netherlands

Work experience

Triumph Studios - Delft

(2019 - present)

Porting to the macOS platform for Age of Wonders: Planetfall. Creation of procedural animation systems within Age of Wonders IV, along with a lot of animation work in the UI systems. Lastly I was very involved with the VFX pipelines. Aside from that, general support throughout the project; working together tightly with the art team to provide them with tooling for art authoring.

PLYGRND.city - Eindhoven

(2017)

Assistance in creation of a geolocation game. Did most of the backend and front-end development. Gained a lot of experience for mobile development and the translation of longitude/latitude into 2D planes. Rendered in Unity, with data from *OpenStreetMap*.

C++ Workshop - SintLucas Eindhoven

(2017)

Gave a small introductory workshop on C++ when I was studying at Breda University. This was in place for students that were interested in going to Breda University themselves, to elaborate on the requirements of the education.

Website - Max Blom

(2017)

Design, implementation & support of <http://www.maxblom.com/> utilizing TextPattern as CMS

Internships

Abbey Games B.V.

(2014 - 2015 / 2018 - 2019)

During my first internship I was studying at SintLucas Eindhoven and worked on Voronoi generation, modification of doubly-connected edge lists, prop placement, visual effects and user interfaces. All within *Renowned Explorers: International Society*.

During my second internship I was studying at Breda University. As Abbey Games gave me a lot of space to improve, on top of being a great company, I decided to go back here. This time I was responsible for a lot of visual effects, particles, gameplay and user interfaces in the game. Aside from that I did some tooling in *AbbeyCore* and implemented lower level graphical features. This was during the development of *Godhood*.

Education

Creative Media & Game Technologies

NHTV University of Applied Sciences Breda/Breda University - HBO

(2015 - present, estimated graduation in 2019)

During my education at Breda University (formerly known as NHTV), I honed my skills of working in larger projects and decided to work more on industry-standard technologies in graphics (e.g. Physically Based Rendering). I also had the opportunity here to do a lot of console development, including on Sony's PlayStation 4 and Nintendo's Wii-U.

Game development

SintLucas Eindhoven - MBO

(2012 - 2015)

Had a fast-lane opportunity here to do the education in a mere 3 years instead of the usual 4. The education was mainly focussed on JavaScript games in HTML5. This is where I initially started moving away from frameworks/engines and whip out my own. Started C++ development here with very good results. Received an expert certification at the end of my studies here.

Gymnasium/VWO

Sint-maartenscollege Maastricht

(2008 - 2012)

Found out pretty early on I wanted to do programming within games and decided to walk my own path and go to MBO after the 3rd year.

Game Jams

Ludum Dare 29 - Dwarves & Goblins

(2014)

Gameplay & visual effects - JavaScript in PixiJS

Overall rank of 77th

Ludum Dare 31 - Dwindling Fire

(2014)

Gameplay & visual effects - JavaScript in Snuffbox (custom engine)

Overall rank of 58th

Ludum Dare 32 - Angler Cell

(2015)

Gameplay & visual effects - JavaScript in Snuffbox (custom engine)

Overall rank of 508th, but 8th in graphics

Ludum Dare 34 - Cosmo Hopper

(2015)

Gameplay, physics & visual effects - C# in Unity

Overall rank of 205th

Ludum Dare 41 - Typerider

(2018)

Gameplay, physics & visual effects - C# in Unity

Overall rank of 93rd

Global Game Jam (NHTV University of Applied Sciences) - Ritualistic

(2016)

Gameplay & visual effects - C# in Unity

2nd place on-location

Modding

Halo Custom Edition

(2009 - 2010)

Creation of 3D models, textures, maps and scripts within HEK (Halo Editing Kit)

Grand Theft Auto San Andreas - Multiplayer

(2010)

Modding of GTA: SAMP with Python to for instance spawn and customize cars everywhere on the map.

Skills

Programming languages:

C/C++, C#, Lua, JavaScript, HLSL, GLSL, CMake, HTML, CSS, GML, Java, Python

Engines:

Unity 3D, AbbeyCore, Game Maker

APIs:

DirectX 9, DirectX 11, OpenGL, WebGL, Google's V8, duktape, LuaJIT

Developed for:

Windows, Linux, Mac OSX, PlayStation 4, Wii-U, Mobile

Version control & other software/applications:

Git (SourceTree/bash), Perforce (P4V), Visual Studio (2013/2015/2017), Visual Studio Code, QtCreator, CLion, CMake, RenderDoc, Intel GPA Monitor, Adobe Photoshop, 3DS Max, Microsoft Office, JIRA, Trello