



Mart van Saane

SOFTWARE ENGINEER

 m4rtvs@gmail.com

 +31 6 2912 4430

 Nederhorst den Berg,
Netherlands

 11 March 1998

 [LinkedIn](#)


 [Portfolio](#)

Self-driven developer passionate about integrating large systems and overseeing code architecture. Having a deep understanding of programming fundamentals enables me to quickly adjust to new languages. While I excel in collaborative settings, I also possess a strong inclination towards independent work, ensuring that I can deliver quality results with autonomy and precision.

WORK EXPERIENCE

MEDIOR GAME DEVELOPER

ALTEREGO GAMES

 OCT 2021 - PRESENT

I was lead developer on a yet to be released sport simulation game. Consisting of a 4-6 people development team, and total team size of 15+ people.

In my lead role I was tasked with managing code architecture and quality, assisting the team in case of question or problems and managing scope of the project. As a developer my main focus has been on backend heavy code and setting up or reworking large systems within the architecture.

Maintenance on existing tools ensuring compatibility with newest platform dependent APIS, including consoles. Creation of various new tools like distance-based dithering, FSR2 and CACAO.

Since January 2024 on a zero-hour contract

TECHNICAL SKILLS

- C#
- Unity
- Git
- Jira
- Scrum
- SQL
- C++
- HLSL
- Typescript
- PHP


LANGUAGES

- Dutch: Native
- English: Proficient

EDUCATION

MSC COMPUTER GAMES

UNIVERSITY OF ESSEX


 OCT 2020 – SEPT 2021

Relevant courses

- Virtual Worlds
- Physics based games
- Game artificial intelligence

BSC COMPUTER SCIENCE

UTRECHT UNIVERSITY

 SEPT 2016 – FEB 2020

Study path Game Technology, including a minor in game design.

Relevant courses

- Data structures
- Graphics
- Concurrency
- Languages and compilers
- Three dimensional modelling
- Interaction technology