

# Koen Cardoen

*C++ Developer*

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## Professional Experience

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**Ubisoft Berlin, Graphics Programmer**

Apr 2022 - present

### *Snowdrop*

- Contributed to snowdrop engine and shipped **Avatar: Frontiers of Pandora**.
- Ported snowdrop to Android & iOS.
- Enhanced CPU & GPU performance by debugging and profiling PC, consoles, and mobile platforms.

### *Unannounced VR game*

- Delivered VR integration for the Snowdrop engine.

**Ubisoft Berlin, Junior Programmer**

Jun 2019 - Apr 2022

### *Anvil*

- Customized the Clang compiler for the Anvil engine to generate unique error messages specifically tailored to the engine's requirements.

### *Skull & Bones*

- Developed and integrated an effective caching mechanism for client-server communication.
- Improved performance of user generated content rendering by implementing a render to texture system for Anvil.
- Created integration tests for multiple multiplayer gameplay features.

### *The Settlers: New Allies (Snowdrop)*

- Collaborated in a small team to port the Snowdrop engine to Vulkan & Stadia.

**Ubisoft Berlin, Intern Programmer**

Jan 2019 - Jun 2019

### *Unannounced AAA game*

- Collaborated with Ubisoft Montreal on a co-developed title.
- Worked closely with designers and artists to create materials and shaders for user generated content.
- Created various UI screens for displaying and editing user generated content.

## Skills

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C++(11/14/17/20/23), Rust, Python, C#, C, CMake, Cuda, HLSL, Multi-Threading, CI/CD, Windows, Linux, macOS, PlayStation 4/5, Xbox One/X/S, Docker, Kubernetes, Linux Server, Git, Perforce, Scrum, Agile, Jira, PyTorch, Object-Oriented, Refactoring, Design Patterns

## Education

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**Bachelor Game Development/Computer Science,**

2016 - 2019 | Belgium

*Digital Arts & Entertainment, Howest* 

## Languages

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**Dutch:** Native | **English:** Fluent | **French:** Basic | **German:** Basic