

YENTOFF CUYPERS

Software Developer - C++/C#/TS/VueJS/React



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Experience



Senior Game Programmer

TT Games Ltd, Knutsford, UK

April 2025 - Present

Creating various gameplay systems and mechanics for an upcoming AAA game.



Gameplay Programmer

TT Games Ltd, Knutsford, UK

July 2020 - April 2025

Creating various gameplay systems and mechanics for an upcoming AAA game.

Creating and maintaining gameplay mechanics, AI systems and levels for Lego Star Wars: The Skywalker Saga.

Co-dev work for NetherRealm Studios building server side and web-based CMS solutions for Live Messaging, Events and Premium Store content in Mortal Kombat 1.



Junior Gameplay Programmer

TT Games Ltd, Knutsford, UK

December 2018 - July 2020

Creating and maintaining gameplay mechanics, AI systems and levels for Lego Star Wars: The Skywalker Saga game.



Intern Game Programmer

Studio Gobo, Hove, United Kingdom

Februari 2018 - June 2018

Gameplay and tool development on For Honor - Arcade Mode.



Internship

NATURE [Outdoor Training & Education], Leuven, Belgium

March 2015 - September 2015

Building a user-friendly Content Management System website using C#(ASP.net) and AngularJS to simplify administrative tasks for non-profit organisation Nature.

Skills

Game Development • C++ • C# • .NET • TypeScript • Vue.js • React • Node.js • Java • SQL • Visual Studio • JetBrains Rider • Unreal Engine 4/5 • Unity • AnvilNext 2.0 • nTT • Hydra (WBNY)

Education



Hogeschool West-Vlaanderen - Kortrijk

Bachelor in Digital Arts and Entertainment: Game Programming

2015 - 2018



Katholieke Hogeschool Leuven

Bachelor in Applied Computer Science: Software Development

2012 - 2015



Technische Scholen Mechelen

Secondary School, Industriel ICT

2010 - 2012

Languages

Dutch	Native proficiency
English	Full professional proficiency
French	Elementary proficiency

Projects

April 2022 – September 2024, Mortal Kombat 1 (2023)

Working co-dev with NetherRealm Studios on Mortal Kombat 1 (2023).

Building server side and web-based CMS solutions for Live messaging, Events and Premium Store content.

December 2018 – April 2022, Lego Star Wars: The Skywalker Saga

Creating and maintaining various gameplay mechanics, AI systems and levels for Lego Star Wars: The Skywalker Saga.

February 2018 – June 2018, For Honor

Internship at Studio Gobo, working co-dev with Ubisoft Montreal in their AnvilNext 2.0 engine on game play and tool development for the For Honor DLC Arcade Mode.

November 2017 – January 2018, Project Tundra

An Atmospheric, experience, puzzle game.

Graduation group project in Unreal Engine 4 at Digital Arts and Entertainment.

February 2017 – June 2017, The Textbook Robbery

Local co-op, fast paced brawler, heist game.

Group game project in Unity 5.6 at Digital Arts and Entertainment.

Honors & Awards

The Textbook Robbery - Excellence Award by The Rookies

Issued by The Rookies • March 2018

Received an excellence award, and later appeared in The Rookies Game of the Year Finalists.