

**Glenn Korver**  
**Utrecht, Netherlands**  
**glennkorver@gmail.com | glennkorver.weebly.com**

## PROFILE

A developer who is getting very comfortable with Unreal and has years of experience working with the Unity engine for a wide array of platforms and various fields of application, with a strong interest in anything to do with gameplay, shaders, and procedural generation. I enjoy being involved in the various stages of the production pipeline across disciplines to ensure a streamlined flow from creation to implementation. I am happiest when products I contribute to bring value to somebody, either as entertainment or for practical use.

## EXPERIENCE

### **Unity / Unreal Developer at InfinityLabs, Fulltime**

March 2023 – April 2024

- Led team members on a client work-for-hire project
- Shared my expertise with juniors and help them with their coding problems by providing them a new perspective
- Gained experience working in Unreal (C++ / BP) for an unannounced 'action-adventure VR arena fighter', primarily focused on enemy movement & AI

### **Unity Developer at MediaMonks, Fulltime**

March 2016 – March 2023

- Collaborative development in teams of 2 - 14 people from various disciplines
- Transformed client / QA feedback into actionable technical issues and improvements
- Took charge and escalated when project work flow, planning or leadership were not moving the project forward efficiently
- Collaborated closely with project managers to prioritize the team's tasks
- Improved code quality through peer reviews
- Familiarized myself with Shader / Graphics programming
- Produced a variety of content, including: games, apps, physical installations and short videos across several platforms including: Android - iOS – Windows - AR - VR
- Built permanent and temporary installations for businesses and events, including on-site support and development both domestic and abroad

### **Gameplay Programmer at Paladin Studios, Internship**

September 2014 – January 2015

- Developed programming skills while working in a scrum driven game development environment.

## EDUCATION

**Bachelor in International Game Architecture & Design**  
**Breda University of Applied Sciences** 2011 - 2016

## TECH / SOFTWARE SKILLS

### **Advanced**

- Unity / C#
- GIT

### **Intermediate**

- Unreal / C++
- Shaders
- AR / VR
- SVN / Perforce

### **Novice**

- Blender
- WebGL
- TypeScript

## LANGUAGES

**Dutch** Native

**English** Fluent

**Chinese** Beginner: HSK-3/4