

MILO VAN PELT

Software Engineer

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EXPERIENCE

Tools Programmer Intern - Persona3D

Unreal Engine 5.5 · C++ · Blueprints · Jenkins | 2025

- Designed and built a **UI-based Tools Manager** in UE5 to centralize internal tools.
 - Extended the **Unreal Editor toolbar** with a **C++ button** to launch the Tools Manager, improving accessibility.
 - Integrated **data assets** for **dynamic tool configurations**, allowing the team to easily add new tools.
 - Built automated **Jenkins CI/CD pipelines** triggered by **SVN commit hooks** to display real-time build status and commit information to **Discord** via **Webhooks**.
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PERSONAL PROJECTS

OmniReport - Discord Bug Reporter

C/C++ · CMake · libcpv · Github Repo | 2026 - Present

- Developing a **cross-engine C/C++ library (DLL)** that sends bug reports and system specs to **Discord** via **Webhooks**.

RPG Project

Godot 4 · C# | 2026 - Present

- Building **modular, component-based code** ensuring gameplay logic is reusable across different actors.
- Setting up **data-driven workflows** using **custom resources** to allow content creation and editing without touching code.

StoryStack - Dialogue Creator

C++ · Qt Creator · JSON · Github Repo | 2025

- Designed a **dialogue editor** in **Qt**, built on a **custom C++ library and API**, utilizing **MVC architecture** to keep UI logic separate from narrative data.
- Implemented **JSON serialization** with **UUID-based references** for scenes, characters, and dialogue.

Python UI Tool - Fractal Generator

Python 3.12 · Blender3D · Tkinter · PyInstaller · Github Repo | 2025

- Built a **Python GUI** for procedural Menger Sponge generation via **Blender's API**; packaged as a standalone executable, using **PyInstaller**.
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UNIVERSITY PROJECTS

Hive Dive - On-rail Arcade Shooter (Tools Programmer)

Unreal Engine 5 · C++ · Blueprints · Team of 18 · Released on Steam | 2024

- Built a **procedural enemy spawner tool** (C++) with configurable placement rules and difficulty scaling for designers.

Wombat Engine - Custom C++ Engine (Tools Programmer)

C++ · ImGui · RapidJSON · Team of 6 | 2022

- Built a **real-time editor** using **ImGui** for live variable modification, implementing **JSON serialisation** to save and load variable data.

Duckside of the Moon - Space Survival Game (Tools/Gameplay Programmer)

Unreal Engine 4 · Blueprints · Team of 23 · Released on Itch.io | 2022

- Created a **zone effect tool** giving designers control over environmental effects (e.g. frost, radiation, oxygen).
 - Built a **dialogue management tool** for narrative designers, supporting dialogue creation and zone specific NPC interactions.
 - Set up **smooth camera transition** for NPC interaction using **Unreal's interaction system**. To keep the player immersed in the story.
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SKILLS

Languages: C++ · C# · Python · Blueprints · HTML · CSS · Javascript · Node.js

Frameworks & Tools: ImGui · Jenkins · Qt Creator · UMG/Slate · Figma · JSON

Engines: Unreal Engine 4 & 5 · Unity · Godot

Version Control: Github · Perforce · SVN

Project Management: Jira · Trello · Miro

Spoken Languages: English (Fluent) · Dutch (Native)

EDUCATION

Creative Media and Game Technologies – Breda University of Applied Sciences (2019 - 2025)

Game Development – Mediacollege Amsterdam (2015 - 2019)