MILO VAN PELT
Tools Programmer

milovanpelt.com · milovanpelt@gmail.com · Linkedin · Github

EXPERIENCE

Tools Programmer Intern - Persona3D   2025
Unreal Engine 5.5 · C++ · Blueprints · Jenkins

- Designed and implemented a **UI-based Tools Manager** inside Unreal Engine, centralising all internal tools in one window.
- Extended the **Unreal Editor toolbar** with a custom **C++ button** to launch the Tools Manager, improving findabililty.
- Integrated **data assets** for dynamyc tool configurations, removing the need for code changes when adding new tools.
- Automated Unreal Engine builds with **Jenkins** and custom scripts, reducing manual build overhead for the team.

PROJECTS

Weaver – Dialogue Editor (Tools Programmer)   2025
Personal project · Solo
C++ · Qt Creator · JSON

- Designed a **dialogue editor** in **Qt** (branching + linear), built on a custom **C++ library** with its own API using **MVC architecture**.
- Implemented **JSON serialisation** with **UUID-based references** for scenes, character, and dialogue.

Python UI Tool – Fractal Generator (Tools Programmer)   2025
Personal project · Solo
Python 3.12 · Blender3D · Tkinter

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

Hive Dive – On-rail Arcade Shooter (Tools Programmer)   2024
University project · Team of 18 · Released on Steam
Unreal Engine 5 · C++ · Blueprints

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

Wombat Engine – Custom C++ Engine (Tools Programmer)   2022
University project · Team of 6
C++ · ImGui · RapidJSON

- Built a **real-time editor** with **ImGui** for live variable modification and save/load configurations.   2022

Duckside of the Moon – Space Survival Game (Tools Programmer)
University project · Team of 23 · Released on Itch.io
Unreal Engine 4 · Blueprints

- 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.
- Implemented **camera transition** for NPC dialogue using **Unreal's interaction system**, ensuring smooth focus shift and player immersion.

SKILLS

Languages: C++ · C# · Python · Blueprints · UMG/Slate

Frameworks & Tools: Qt Creator · ImGui · Jenkins · Figma

Engines: Unreal Engine 4 & 5 · Unity · Godot

Version Control: Github · Perforce · SVN

Project Management: Jira · Trello · Miro

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

EDUCATION

Creative Media and Game Technologies – Breda University of Applied Sciences   2019 - 2025
Game Development – Mediacollege Amsterdam   2015 - 2019