

# MILO VAN PELT

## TOOLS PROGRAMMER

### SKILLS

- C++
- C#
- Python
- Blueprints

### GAME ENGINES

- Unreal Engine (4/5)
- Unity
- Godot

### TOOLS

#### VERSION CONTROL

- Github
- Perforce

#### PROJECT MANAGEMENT

- Jira
- Trello
- Miro

### LANGUAGES

- Dutch (Native)
- English (Intermediate)

### CONTACT

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-  [LinkedIn](#)



### EXPERIENCE

#### Tools Manager - Tools programmer intern 2025

Unreal Engine 5.5, C++, Blueprints | Persona3D

- Designed and implemented a **UI-based Tools Manager** for internal tools.
- Created a **custom editor button** to launch the manager, within Unreal.
- Integrated data assets for easy tool configuration.

#### Python UI Tool - Tools programmer 2025

Python 3.12, Blender3D | Personal Project

- Developed a custom **Python GUI** with **Tkinter** integrated with Blender.
- Implemented **menger sponge generation** using **Blender's API**.
- Packaged the tool as a **standalone executable** for easy distribution.

#### Hive Dive - Tools Programmer - Steam release 2024

Unreal Engine 5, C++, Blueprints | Breda University of Applied Sciences

- Built a **procedural enemy spawner tool** with configurable enemy placement and difficulty balancing for level designers.
- Implemented score and high-score mechanism to enhance player experience.

#### Duckside of the Moon - Tools Programmer - Itch.io release 2022

Unreal Engine 4, Blueprints | Breda University of Applied Sciences

- Created a **zone effect tool**, giving designers control over environmental effects (e.g. frost, radiation, oxygen).
- Built a **dialogue management tool** for the narrative designer, supporting dialogue creation and zone specific NPC interactions.
- Implemented **camera transition** for NPC dialogue, using **Unreal's interaction system**. To ensure smooth focus shift and player immersion.

#### Wombat Engine - Tools Programmer 2022

C++, ImGui, FMOD | Breda University of Applied Sciences

- Built a **real-time editor** using ImGui and RapidJson that allows users to modify variables and save/load configurations.
- Implemented **AABB and ray-cast collision systems**.
- Integrated **FMOD audio API** for audio playback and sound management.



### EDUCATION

#### Creative Media and Game Technologies 2019 - Present

Breda University of Applied Sciences

#### Game Development 2015 - 2019

Mediacollege Amsterdam