

MILO VAN PELT

TOOLS PROGRAMMER

SKILLS & TOOLS

- **Programming Languages/Tools:**
 - C++
 - C#
 - Python
 - Blueprints (Unreal Engine)
 - UMG/Slate (Unreal Engine UI)
- **Game Engines:**
 - Unreal Engine 4/5
 - Unity
 - Godot
- **Version Control:**
 - GitHub
 - Perforce
 - SVN
- **Project Management:**
 - Jira
 - Trello
 - Miro
- **Automation/Build Tools:**
 - Jenkins
 - Custom build scripts
- **Spoken Languages:**
 - Dutch (native)
 - English (intermediate)

CONTACT

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EXPERIENCE

- **Persona3D - Tools programmer intern at [Persona3D](#)** **2025**
[Unreal Engine 5.5, C++, Blueprints, Jenkins](#) | Internship
 - Designed and implemented a **UI-based Tools Manager** for internal tools.
 - Created a **custom editor button** to launch the Tools Manager, in Unreal.
 - Integrated **data assets** to configure tools for the Tools Manager.
 - **Improved team workflow** with automated Unreal Engine builds (Jenkins) and custom scripts that simplify building and opening projects for users.
- **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](#) | Team Project (University)
 - 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](#) | Team Project (University)
 - 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](#) | Team Project (University)
 - 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 - 2025**
Breda University of Applied Sciences
- **Game Development** **2015 - 2019**
Mediacollege Amsterdam