

# Milo van Pelt

## Tools Programmer

### SKILLS

- C++
- C#
- Python
- Blueprints

### GAME ENGINES

- Unreal Engine
- Unity
- Godot

### TOOLS

#### Version Control

- Github
- Perforce

#### Project Management

- Trello
- Miro
- Jira

### LANGUAGES

- Dutch (native)
- English (intermediate)

### EDUCATION

#### Breda University of Applied Sciences (HBO)

Creative Media and Game Technologies

2019 - Present

#### Mediacollege (MBO)

Game Development

2015 - 2019

### CONTACT

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[Linkedin](#)

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### EXPERIENCE

#### Hive Dive - [Steam](#) release;

[Unreal Engine 5, C++, Blueprints](#)

**Breda University of Applied Sciences, 2024**

- Enemy spawning tools for designers
- Score & high-score system for rewarding the player
- Programming Lead
- Level design & Gameplay balance
- Technical concept development & Prototyping

#### Duckside of the Moon - [Itch.io](#) release;

[Unreal Engine 4, Blueprints](#)

**Breda University of Applied Sciences, 2022**

- Dialogue set-up for designers to create new narrative for characters in different zones
- Dialogue camera transition for NPC's in the world
- Placeable pockets in the world, which can be set-up to apply effects on the player (Poison, Oxygen, Health, etc.)

#### Crop Growing System (Self-Study); [Unity, C#](#)

**Breda University of Applied Sciences, 2022**

- Crop-growing tool inspired by Stardew Valley, allowing configuration of seed attributes such as growth stages, total growtime, and visual appearance of each stage.

#### UpEvents (VR Instructor)

**Amsterdam, 2018**

- Set up VR environment and guided customers through VR experiences and games

#### UpEvents (Internship); [Unity, C#, NodeJS](#)

**Amsterdam, 2018**

- Highscore application for an escape room, using Unity and NodeJS

#### MerlinVR - [Unity, C#](#)

**Mediacollege Amsterdam, 2017**

- Responsible for gameplay implementation for a Tower Defense game in Unity, focusing on core mechanics such as enemy spawning, enemy behaviour, and tower interaction