

Sven van Huessen

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SUMMARY

Third-year programming student at Breda University of Applied Sciences with a degree in software development and industry experience. Specializes in custom game engines and tools development in C++. Passionate about code architecture, template meta-programming, and creating user-friendly tools.

SKILLS

C++ / C# Engine & Tools Development / Unity / Unreal API design / Code Architecture / User-focused

PROJECTS

ImReflect - reflection-based ImGui wrapper [↗](#) Sept. 2025 - Nov. 2025

C++ Tools Programmer - solo / personal project

- Developed and maintained an open-source C++ library that utilizes template metaprogramming to automatically generate ImGui interfaces.
- Reached **200+ stars on GitHub** and is **featured on the official ImGui wiki**.

Kudzu - voxel game engine [↗](#) Feb. 2025 - Jun. 2025

Engine & Tools Programmer - team / univeristy

- Architected a **cross-platform** game engine in C++ targeting PC and PS5.
- Developed key systems like scripting, serialization, prefabs, custom editor, and more. Enabling a team of 16 people to produce a complete game.
- Collaborated with designers and artists, **translating ideas and feedback** into user-friendly engine features/tools.

EDUCATION

Breda University of Applied Sciences (BUas) Sept. 2023 - Jul. 2027
Bachelor's, Game Technologies *Breda, The Netherlands*

Grafisch Lyceum Rotterdam Sept. 2021 - Jul. 2023
Software Development *Rotterdam, The Netherlands*

WORK EXPERIENCE

Traverse Research Jul. 2025 - Aug. 2025

Engine & Tools Programmer - Summer Internship

- Integrated Microsoft DirectStorage into their in-house custom rendering engine.
- Enabling direct NVMe-to-GPU texture streaming, reducing loading times, and eliminating CPU bottlenecks.

Little Chicken Game Company Jan. 2023 - May 2023

Unity Developer - Graduation Internship

- Implemented gameplay systems, including vehicle customization, photo mode, and race modifiers.
- Developed a checkpoint system allowing designers to easily create tracks and races.
- Built a Blender Plugin for artists to attach metadata directly in Blender to be used in the engine.

DragonFjord Jan. 2022 - Dec. 2022

Unity Developer - Freelance

- Developed and launched "A-Puzzle-A-Day" mobile app for a Norwegian puzzle company.
- Translated a popular physical puzzle into a cross-platform app, reaching 15,000+ downloads and hundreds of daily players.

More details and projects: www.svenvh.nl