

# Eamon Woortman

## LEAD SOFTWARE ENGINEER

Groningen, The Netherlands

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## Professional Summary

Versatile game programmer with over 13 years of experience in game design, development, and integration. Extensive expertise in front-end and back-end development, including gameplay programming, server-client interactions, and continuous integration.

Passionate about creating engaging games that foster strong online communities.

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## Core Qualifications

- Full-cycle game development expertise, from concept to deployment.
  - Skilled in Agile Development and Test-Driven Development.
  - Proficient in multiple programming languages, including C#, C++, and Python.
  - Strong leadership and mentorship skills, fostering high-performing engineering teams.
  - Extensive experience in multiplayer game architecture and networking.
  - Proven track record of optimizing performance and improving development workflows.
  - Adaptable and quick to learn emerging technologies.
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## Work History

07/2024 to today

### **Lead Software Engineer** *The Multiplayer Group – Remote*

- Lead a team of engineers, providing mentorship and performance guidance.
- Implemented scalable solutions across gameplay systems, UI, and multiplayer functionality.
- Developed creative tools and competitive features, enhancing player engagement.
- Identified and mitigated technical risks to ensure smooth project milestones.

07/2023 to 07/2024

### **Senior Software Engineer** *The Multiplayer Group – Remote*

- Designed and delivered core gameplay and UI components for multiplayer experiences.
- Shipped creative level-building tools that increased player-generated content.
- Identified and addressed technical challenges, ensuring project success.

02/2017 to 07/2023

### **Senior Game Programmer** *Spiderling Games – Remote*

- Designed and implemented innovative game mechanics and intuitive UI.
- Enhanced multiplayer functionality by integrating a robust networking solution.
- Implemented a continuous integration system, improving development efficiency.
- Expanded platform reach by integrating alternative networking layers like Steam and WeGame.
- Led workflow optimization efforts, including Kanban boards and project management tools.
- Developed level streaming for seamless world exploration.
- Managed server infrastructure for stable online multiplayer gameplay.

08/2012 to 02/2017

**Senior Game Programmer** *Little Chicken Game Company – Amsterdam*

- Developed Unity3D games for mobile and standalone platforms using Scrum methodology.
- Integrated VR technologies like Oculus Rift and Leap Motion into projects.
- Optimized build processes, reducing release times by 600%.
- Implemented a Docker-based automated back-end pipeline for testing and deployment.
- Conducted internal workshops on time management and continuous delivery.

08/2011 to 08/2012

**Game programmer intern** *Little Chicken Game Company– Amsterdam*

- Developed Unity3D and XNA-based games.
- Created a reusable Unity3D framework for efficiency in future projects.

04/2009 to 11/2011

**Middleware Programmer** *Maintainet AG – Gelnhausen / Remote*

- Developed Novell Datasync connectors for high-volume data synchronization.
- Collaborated remotely with developers to integrate third-party APIs.

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## Skills

### Programming Languages

- C# (Expert), C++ (Proficient), Python (Proficient), Java (Proficient)
- Experience with Assembly, Perl, Bash scripting (Proficient)

### Game Engines & Development

- Unity3D (Expert)
- Unreal Engine (Experience in multiple projects)

### Networking & DevOps

- TCP/IP, UDP socket programming
- Continuous integration and automated testing
- API development and deployment using Docker

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## Education

**Bachelor of Information and Communication Technology**

*Amsterdam University of Applied Sciences – 2012*

- Specialized in game design, algorithms, procedural generation, and AI.
- Minor in Forensic Intelligence and Security.

**Application Developer Diploma**

*Regional Education College “Horizon College” – 2009*

- Coursework in object-oriented programming, web development, and application design.
- Developed a full-fledged event management platform as part of the curriculum.