Ferri de Lange

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Portfolio https://ferri.dev/ ❖ **LinkedIn** /in/ferri-de-lange ❖ **GitHub** https://github.com/MuskettaMan

PROFILE

Graphics programmer with a multidisciplinary background spanning game development and real-time graphics. Driven by curiosity and a deep interest in graphics pipelines and optimizations. Comfortable with C++ and Vulkan, and open to a wide range of tools and technologies. Actively engaged in continuous learning and experimentation.

SKILLS

Experienced in real-time rendering and graphics pipeline development using C++ and Vulkan.

- C++; C#; GLSL;
- Vulkan; OpenGL;
- RenderDoc; Visual Studio; CLion; CMake; (ECS) EnTT; Git; Github; Perforce; Vim; Unity;
- Debugging; profiling; optimization; cross-platform development;
- Scrum; communication; teamwork; problem-solving; adaptability; leadership; time-management; critical thinking;
- Dutch (native); English (professional working proficiency)

EDUCATION

Breda University of Applied Sciences (BUas)   Sep. 2022 – Jul. 2026
Bachelors, Programming

PROJECTS

Blightspire – Custom Engine (Year 3)   Sep. 2024 – Jul. 2025
- **Led development on a custom engine project**, focusing on Vulkan-based rendering systems and GPU-driven pipelines.
- **Built a skeletal animation system** from scratch that complements a GPU driven rendering pipeline.
- **Developed GPU driven rendering pipeline** enabling efficient culling, batching, and draw call submission
- **Collaborated closely with designers and artists**, translating creative goals into performant engine features.

Two-pass HZB Occlusion Culling (Personal)   Dec. 2024 – Jan. 2025
- **Implemented two-pass HZB occlusion culling**, improving performance by reducing unnecessary geometry processing.
- **Performed profile-guided optimization**, identifying and addressing performance bottlenecks to enhance overall system responsiveness.

Blossom – Custom Engine (Year 2)   Feb. 2024 – Jun. 2024
- **Developed and iterated on a graphics system** for dynamic, realistic grass visuals
- **Implemented graphics features using OpenGL**, optimizing performance and visual fidelity
- **Conducted research and development** on stylistic and interactive grass systems, exploring innovative techniques for visual and gameplay integration.

WORK EXPERIENCE

DTT Multimedia B.V.   Feb. 2020 – Present
Unity developer/programmer
- **Engineered scalable Unity features and tools**, improving code reuse and project efficiency across interactive systems, UI, and asset management pipelines.
- **Drove end-to-end development in cross-functional teams**, aligning technical solutions with project goals through agile workflows and clear communication.
- **Mentored teammates and contributed to team growth**, sharing technical expertise, leading design discussions, and shaping internal development practices.