

Cas Haagen

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Portfolio: www.cashaagen.com
Born: 16 April 1994, Nieuwegein, The Netherlands
Residence: Utrecht, The Netherlands



A flexible programmer who is eager to learn new things. I have an eye for detail and I tend to be committed to a project I am working on.

Work Experience

2019 – present Gamious

Roles: Game developer

Engine: Unity

Languages: C#

Description: At Gamious I worked on remaking the game Turmoil and optimizing/bugfixing the game Lake. For turmoil I worked on all parts of the game.

2016 – present PoE Planner (team of 2)

Company: Caniecode

Roles: Front-end Programmer, Tools Programmer, Co-owner

Languages: JavaScript

Description: PoE Planner is a website which is a tool for the game Path of Exile. (www.poeplanner.com) In this project I created tools to gather all the data needed and created all the JavaScript functionality for the website.

Previous Project Experience

2018 – 2019 Turmoil Internship (team of 7)

Company: Gamious

Role: Game Developer

Engine: Unity

Languages: C#

Description: While I was on my internship we were working on moving Turmoil from GameMaker to Unity. The things I worked on most were implementing multiplayer, shaders, other visuals and optimizing the game.

2016 – 2017 Button Realms (team of 25)

Role: Gameplay Programmer

Engine: Unreal Engine

Languages: C++

Description: Button Realms is a VR strategy game for the HTC Vive. For this project I focused on creating the Economy system and I made everything tweakable by the designers.

2015 – 2016 Dance with The Angels (team of 15)

Role: Gameplay Programmer

Engine: Unreal Engine

Languages: C++

Description: Dance with the Angels is a Mech shooter game made for the PS4 and PC.

During this project I was very flexible in the kind of programming tasks I did in order to be able to finish the project. I created the weapon system, game mode systems.

Education

Bachelor's degree:

NHTV Breda University of Applied Sciences: International Game Architecture and Design.

2012 - 2019

Technical skills

Languages: Jai (1 year), C/C++ (11 years), C# (6 years), JavaScript (6 years), TypeScript (4 years), Java (2 years), Lua (1 year),

Software Experience: Visual Studio, RemedyBG, RenderDoc, SVN, Perforce, GIT, PhpStorm, Autodesk Maya

Engine Experience: Unity, Unreal Engine

Hobbies and interests

Programming

Gaming

Pets (Fish/Turtle)

Biology

Physics