Tim Dekker
Senior Programmer

I'm a talented programmer with a passion for engine development and low-level systems. I have the ability to quickly learn new languages, concepts and software applications. I'm looking for a stimulating and productive environment, with like-minded developers where I can improve my knowledge and skillset.

Work Experience / Projects

Free Radical Design: (2020 - Current)
Unannounced Project

My role at Free Radical Design (FRD) has been focused on improving networking performance on multiple fronts and implementing other low-level systems.

The main feature I worked on was implementing, maintaining, and improving the projects Replication Graph. Initially this is what I spend most my time on, as implementing the Replication Graph was a task that was stretched over multiple milestones. However, this grew into me being the de facto network programmer on the project as I became very familiar with Unreal Engine's networking system.

Once the Replication Graph was up and running and my task became more about maintaining it then adding additional features, I was tasked with implementing multiple other network-related or network-heavy features. Those included implementing a spectating system, rewriting the project's inventory system, and implementing an instant replay system. In between those tasks I also tried to assist with and explain the networking system to my colleagues when they required additional information, or just to give suggestions on how to tackle a specific networking problem.

Additionally, I worked on a modification of Unreal Engine's rendering paths (both default and Nanite) to allow for a custom culling effect. This was a departure from working on the networking code, but as I've always had a passion for graphics programming, I was very excited to take on this task.

Neopica: (2018 - 2020)
Hunting Simulator 2

During the development of this project the features I worked on were more general as we wanted to keep Unreal Engine as stock as possible. Some of the features I worked on were: Animal Spawning, unique animal generation, implementing a Fast Travel System, implementing a Mini Map in Slate and bug fixing.

Besides these features I also helped with getting the project through TRC on PS4, Xbox One and Nintendo Switch.

FIA European Truck Racing Championship

During this project I was responsible for various features, with some of the more important ones being: assisting in porting the proprietary engine to the Nintendo Switch, implementing a system to improve the shading of the vegetation in the project, improving AI performance and behaviour, writing shaders and bug fixing.

Education

2014 - 2018

Bachelor Digital Arts and Entertainment - DAE
Howest, Kortrijk, Belgium

2008 - 2014

Science And Applied Math (Secondary Education)
Heilig Graf Instituut, Bilzen, Belgium

Interests

Games: The Witcher 3: Wild Hunt, Fire Emblem: Three Houses, Rainbow Six: Siege
Sports: Formula 1, Football, Field Hockey
Other: Cooking, Movies/Tv Shows, Crime/Fantasy Novels

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Skills
Programming
Mathematics
Problem Solving
Communication

Engines
Unreal Engine
Proprietary
Unity

Programming Languages / API's
C++
C#
DirectX
Vulkan
HLSL

Platform's
Windows
PS4
PS5
Xbox One
Nintendo Switch

Languages
Dutch - Native
English - Fluent
French - Basic