

# TAHAR MEIJS

## PROFILE

I am a software engineer with a passion for real-time computer graphics!

I really enjoy low-level graphics and (performance) optimizations in rendering engines. I would like to work on custom game engines or the tools for it.

I work great as part of a larger team, but I can work fine on my own as well. I have been part of medium to large interdisciplinary teams for about three years now. This has helped me learn to communicate clearly and effectively with others.

There was always a strong focus on quickly iterating on concepts and techniques, which has helped me become more flexible and good at prototyping things.

## PERSONAL DETAILS

I live close to **Utrecht, The Netherlands**. But I would absolutely love to work abroad!

My native tongue is **Dutch**, but I can both speak and write **fluently in English**.

## CONTACT

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## HOBBIES AND INTERESTS

In my spare time I enjoy **tinkering with IOT devices** such as the Raspberry Pi, ESP32, or Arduino.

My most recent project is **learning Vulkan** and the **VK\_NV\_raytracing** extension by writing a renderer.

## EDUCATION

**Breda University of Applied Sciences** | GPA: 7.8/10  
September 2016 – present  
BSc. CMGT International Game Architecture and Design

**Rembrandt College** | GPA: 7.8/10  
September 2010 – June 2016  
Higher General Secondary Education

## TECHNICAL SKILLS

<b>Programming languages</b>	C, C++, C#, Python, HLSL, GLSL, Web
<b>Game engines</b>	Unity3D, Unreal Engine 4, Godot
<b>APIs and SDKs</b>	OpenGL, DirectX/DX12, WebGL, Vulkan
<b>Source control</b>	Git, Perforce

## RELEVANT EXPERIENCE

**Project Wisp – real-time raytracing** | Graphics / Maya programmer  
October 2018 – present  
*Part of a 10-man team working on a real-time ray tracing framework using DXR. Responsible for integrating real-time raytracing into the Maya viewport. This project allows artists to see their scene fully lit without having to wait for a "slow" path tracer to render the scene.*

**Vulkanic – Vulkan renderer** | Graphics / engine programmer  
April 2018 – present  
*Side-project of mine to help me learn the Vulkan API and VK\_NV\_raytracing. I work on it whenever I have some spare time. The goal is to build a fully PBR rendering engine with ray-tracing support that can be used to try new rendering techniques and make fun experiments. There is no real end goal, besides learning a new API, ray tracing, and memory management techniques.*

**Voxel game engine** | Graphics programmer  
February 2018 – June 2018  
*Part of an 18-man team working on a voxel game engine. Collaborated with programmers, artists, and designers. Developed a deferred renderer capable of rendering voxel models. Implemented voxel triangulation, ambient occlusion, anti-aliasing, and lighting.*

**Custom game controller** | Embedded / gameplay programmer  
November 2017 – January 2018  
*Part of a 7-man team working on a custom game controller out of wood. Responsible for the Arduino to Unity3D serial communication, microcontroller behavior, and in-game user-interface.*

## WORK EXPERIENCE

**OneRat Games™** | QA volunteer  
October 2017 – present  
*Volunteered as a QA tester for Elden – Path of the Forgotten. I helped discover and track down bugs, inconsistencies in the story, and suggested improvements for the game.*

## NOTABLE ACHIEVEMENTS

**Winner of Sumo Digital Rising Star 2-19**  
Entered and won the competition hosted by Sumo Digital. I completed a C++ programming test, a Unity3D gameplay programming assignment, and an on-site interview in Sheffield.

