TAHAR MEIJS

SOFTWARE ENGINEER

PROFILE

I am a software engineer with a passion for computer graphics, games, and 3D visualization.

Most of my professional experience is related to computer games and the engines that run those games.

Working on game engines has taught me how to write high-performance code. These skills are applicable to all projects in any industry.

ACHIEVEMENTS

Winner of the 2019 Sumo Digital Rising Star game programming challenge.

Project Wisp is showcased on NVIDIA's website as one of the top RTX-enabled applications.

Spent an academic year working in the United Kingdom as a game programmer at Sumo Digital.

CONTACT

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WORK EXPERIENCE & PROJECTS

WORK PLACEMENT @ SUMO DIGITAL (C# / C++ / NodeJS)

September 2019 – present

Work placement in the United Kingdom. Joined the Sheffield studio as a programmer working on Sumo's latest game. Worked on gameplay systems, took ownership of and continued development of the existing automation systems, created a custom video recorder, implemented NodeJS video streaming, and worked on a number of development tools.

GRAPHICS / SOFTWARE ENGINEER @ PROJECT WISP (C++)

September 2018 – July 2019

Third-year project at university. Part of a medium-sized team of 12 students. Project Wisp is a real-time ray tracer using DXR. Integrated the output of our application into the Autodesk Maya viewport. This brought real-time raytracing to the viewport before Autodesk and Blender did it. Wisp is currently featured on NVIDIA's website.

nvidia.com/en-us/design-visualization/rtx-enabled-applications

GRAPHICS ENGINEER @ VOXEL GAME ENGINE TEAM (C++)

September 2017 – July 2018

Second-year project at university. Worked in a large team of about 20 students. Created a cross-platform 3D voxel game engine from scratch. Engine featured an advanced editor, tools, and export targets for PC and Nintendo Switch. I was responsible for the deferred renderer, voxel volume triangulation, ambient occlusion, anti-aliasing, lighting, and implementing Nintendo Switch support.

EMBEDDED PROGRAMMER @ UNIVERSITY (C++ / C#)

November 2017 – December 2017

Second-year project at university. Worked in a small team of about 8 students. Developed a game with a custom controller. Responsible for controller hardware, microcontroller logic, serial communication, and installing various electronics in the controller. The game was created in Unity3D. Communication between the controller and the game was done in C++ on the microcontroller and in C# in the game.

EDUCATION

BSC. SOFTWARE ENGINEERING @ BREDA UNIVERSITY

September 2016 – July 2020

Studied software engineering at Breda University of Applied Sciences. Enrolled in the "International Game Architecture and Design" course. This course allowed me to focus on low-level game engine systems, tools, and (real-time) computer graphics. Working on custom game engines and renderers has taught me a lot about low-level programming and provided me with a strong C++ skillset.