



Mart van Saane

GAME DEVELOPER

 m4rtvs@gmail.com

 +1 672-667-2912

 Lynn Valley,
North Vancouver

 11 March 1998

 [LinkedIn](#)


 [Portfolio](#)

Self-driven developer passionate about integrating large systems and overseeing code architecture. Having a deep understanding of game engines enables me to implement complex features in existing code bases. While I excel in collaborative settings, I also possess a strong inclination towards independent work, ensuring that I can deliver quality results with autonomy and precision.

WORK EXPERIENCE

TOOLS ENGINEER

THE NAKED DEV


 APR 2024 - PRESENT

I partnered with The Naked Dev to continue working on some of the tools originally created under Alterego Games.

Including creation of new upscaler tools for Unity, including Intel X^eSS and Snapdragon Game Super Resolution.

MEDIOR GAME DEVELOPER

ALTEREGO GAMES

 OCT 2021 – JAN 2024

I was lead developer on a yet to be released sport simulation game. Consisting of a 4-6 people development team, and total team size of 15+ people.

In my lead role I was tasked with managing code architecture and quality, assisting the team in case of question or problems and managing scope of the project. As a developer my main focus has been on backend heavy code and setting up or reworking large systems within the architecture.

Maintenance on existing tools ensuring compatibility with newest platform dependent APIS, including consoles. Creation of various new tools like distance-based dithering, FSR2 and CACAO.

TECHNICAL SKILLS

- C#
- Unity
- Git
- Jira
- Scrum
- SQL
- C++
- HLSL
- Typescript
- PHP


LANGUAGES

- Dutch: Native
- English: Proficient

EDUCATION

MSC COMPUTER GAMES

UNIVERSITY OF ESSEX


 OCT 2020 – SEPT 2021

Relevant courses

- Virtual Worlds
- Physics based games
- Game artificial intelligence

BSC COMPUTER SCIENCE

UTRECHT UNIVERSITY

 SEPT 2016 – FEB 2020

Study path Game Technology, including a minor in game design.

Relevant courses

- Data structures
- Languages and compilers
- Graphics
- Three dimensional modelling
- Concurrency
- Interaction technology