Denis Sion
Tools Programmer

Contact

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Education

- **Bachelors in Creative Media and Game Technologies** - Programming Track in Game Technologies
  Breda University of Applied Sciences
  2022 - 2026

Skills

- **C++**
  5 years of experience
- **Unreal Engine**
  2 years of Unreal C++ experience
- **Custom Engine**
  1 year of experience
- **C#, WPF (XAML)**
  1< year of experience
- **Perforce - GitHub**
  4 years of experience
- **CI / CD - Jenkins**
  1 year of experience
- **Teamwork**
  2 years of experience - with programmers, designers and artists

Language

- **Romanian** - native
- **English** - fluent (C2)

Awards

- **Best Student Game nomination**
  (Sounds of Shadows)
  Dutch Game Awards

Profile

Tools Programmer proficient in C++, custom engines, and Unreal Engine, passionate about and dedicated to creating efficient, user-friendly tools that streamline development pipelines and empower teams. Skilled at identifying team needs and delivering innovative solutions that boost collaboration and productivity. Also experienced with gameplay and AI programming.

Work Experience

Tools Programmer
2024 - 2025
Dreadtome, First-Person Shooter - 32 weeks

- **Led** a team of five programmers, overseeing task division and ensuring on-time deliverables
- Developed a **QA pipeline** by extending UE5 with custom **Bug Reporting Tool** plugin for Codecks
- Collaborated closely with level designers to build **custom tools** and extend existing plugins, accelerating content creation workflows
- Established and managed **automation pipelines** with Perforce, Jenkins and Steam
- Worked with a **23-member team** to launch the game on Steam

Tools Programmer
2025
Bug Reporting Tool, UE5 plugin - 4 weeks

- **Identified QA bottlenecks** in previous team projects resulting in a plugin to streamline bug reporting
- Built and iterated a **user-friendly UI** in Unreal Engine
- **Integrated** QA directly into the editor and at runtime
- Published on Fab, demonstrating clean code practices and robust **documentation**

AI & Gameplay Programmer
2024
Sounds of Shadows, First-Person Survival Horror - 8 weeks

- **Led** a team of four programmers, overseeing task division and ensuring on-time deliverables
- Collaborated with AI designers to develop **advanced AI** in Unreal Engine using Behavior Trees
- Established and managed **automation pipelines** with Perforce, Jenkins and Itch
- Worked with a **22-member** team to launch the game on Itch
- **Nominated for Best Student Game** at the Dutch Game Awards

Tools Programmer
2024
Metroidvania Game Engine - 8 weeks

- Worked within a team of **seven programmers** to build a Metroidvania-focused custom game engine using **EnTT** and **ImGUI**
- Created a custom **spline editor** tool to streamline level design
- Developed basic AI using my own **custom Behavior Trees**
- Ensured **cross-platform** compatibility for Windows and PS5