Joël van der Werf

Software engineer, games and engines. Unity and C# by day, C++ and Vulkan by night, and the tooling that lets AI agents work on both.

Based in	Tokyo, Japan
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Profile

Software engineer with 7+ years of professional game development and more than ten years of personal projects. I've worked on live football management games played by millions at Gamebasics (Miniclip), on shared frameworks and on the CI/CD pipelines behind every game at the studio. Outside work I build Hydro, my own C++ / Vulkan engine and editor, and I set up AI harnesses so coding agents can do real work on large codebases, backed by hands-on experience training neural networks at university and in my own projects.

Open to game, engine and Unity roles, and to C# and .NET software engineering roles.

Experience

Apr 2025 - now

Software Engineer

Deel K.K., Tokyo · Miniclip / Tencent titles and support

- Feature development and maintenance on Football Head Coach and Ultimate Football Manager
- An unannounced game in a major franchise, and the shared frameworks used across the studio's games
- CI/CD for all of the studio's games with Jenkins and TeamCity
- The AI harness the team uses to work with coding agents

2019 - 2025

Unity Developer / Software Engineer

Miniclip (Gamebasics), Netherlands

- Unity client programmer on Football Head Coach, an NFLPA-licensed American football manager
- Full-stack on Dynasty Duels, a multiplayer RTS: networking, back-end and Unity client
- Native Android app for Online Soccer Manager
- Front-end engineer in multidisciplinary teams across the studio's games

2017 - 2018

HoloLens Unity Developer (intern)

Delta-N, Netherlands

Mixed reality interactions for Microsoft HoloLens.

Selected projects

Hydro engine and Oxygen editor

C++17 / Vulkan engine with editor, EnTT ECS, native scripting with reflection, 2D and 3D rendering, Box2D and Jolt physics, CI on GitHub Actions, and a diorama JRPG built on it.

AI harnesses for coding agents

Project instructions, skills, convention linters, project validation and CI for Claude Code and local Qwen models.

Project UCMS

Unity game on Unity Gaming Services with server-side Cloud Code in C# / .NET 9 and unit tests.

Turned Fantasy Tales
Turn-based RPG in Unreal Engine 5 and C++.

Game jams
Ludum Dare 43: Fruity Madness, 158th overall, 104th for humour, 184th for graphics.
Ludum Dare 44: Project BoR, a city builder with procedural world generation.

More projects
Procedural level generation, skeletal animation, agent-based terrain, .NET APIs and web.

Education

2020 - 2023	**MSc Game and Media Technology** Utrecht University Game physics, advanced graphics, computer animation, computer vision, AI for games, crowd simulation. Thesis: procedurally generated levels that train player skill.
2015 - 2019	**BSc Software Engineering** The Hague University of Applied Sciences C#, UML, algorithms, SQL and databases, security.

Skills

Strongest	C#, Unity, .NET, Git, client architecture (DI, MVP, messaging)
Engine and graphics	C++17, Vulkan, OpenGL, GLSL, HLSL, EnTT, Box2D, Jolt, ImGui
Build and delivery	Jenkins, TeamCity, GitHub Actions, premake, MSBuild
AI and machine learning	Training neural networks (university and personal projects), AI for games, computer vision, procedural generation; Claude Code, skills and CLAUDE.md, Qwen Code with Ollama, Python tooling
Also	Unreal Engine 5 and GAS, Unity Gaming Services, Photon, ASP.NET Core, SQL, JavaScript, React, Android

Languages

Dutch	Native
English	Full professional
Japanese	JLPT N4, studying for N3