



# QUINTEN LANSU

PASSIONATE ABOUT USER INTERFACES

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## SKILLS

C++ 14/17/20

React

TypeScript

JavaScript ES2020

HTML 5

Python 3

Qt 5

C#

ActionScript 2/3

Scaleform

Coherent UI

Figma

Mentoring

Lean Startup

Scrum

Agile

## CREDITS

Far Cry 6  
(2021)

Deus Ex: Mankind Divided  
(2016)

Rise of the Tomb Raider  
(2015)

Lara Croft and the Temple of Osiris  
(2014)

Thief  
(2014)

## EXPERIENCE

### SENIOR UI PROGRAMMER

**The Multiplayer Guys** | Jan 2021 - Now

Built a custom renderer for React that allows users to write components that are mapped to UI controls from an existing C++ framework. Worked exclusively remotely.

### LEAD UI PROGRAMMER

**Ubisoft Berlin** | Mar 2018 - Dec 2020

Worked with a cross-disciplinary team to implement features on several AAA game projects. Provided leadership and guidance for multiple direct reports and defined the technical vision for UI.

### SENIOR UI PROGRAMMER

**Bigpoint GmbH** | Jun 2016 - Feb 2018

Provided technical vision on user interface for a free-to-play game project. Implemented new features for Amazon's Lumberyard engine. Managed two direct reports.

### SYSTEMS PROGRAMMER

**Nixxes Software BV** | Aug 2013 - May 2016

Worked on PC conversion of multiple AAA game projects. Developed internal library for sharing tech between projects.

## EDUCATION

**International Game Architecture and Design**  
NHTV University for Applied Sciences  
Breda, the Netherlands