

Connor De Meyer

C++ Low Level programmer & Game programmer

Connor De Meyer

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Skills

C++, High performance computing, Low Level programming, Game programming (Engine, gameplay systems, Graphics, AI, animation) Game Design.

Experience

Xai Human Data Team / Team Lead

JUN 2025 - PRESENT, Remote from Japan

- Onboarded 400+ new hires.
- In charge of the C++, Gamedev and graphics programmers.
- Close to the HR team to coordinate growth.
- In charge of the hiring pipeline for SWE tutors.
- Conduct interviews for C++, Gamedev and Graphics programming.
- I work closely with people in Palo Alto, Xai HQ.
- Ensure & improve tutor quality

Centipede Entertainment / Co-Founder

December 2023 - JUN 2025, Belgium

- Game Development
- Website development
- Game Asset creation

CyGames / Internship

February 2023 - JUN 2023, Japan

- Unreal Engine 4 C++
- Motion Matching Framework. Created a library and worked on animation graph.

Education

Digital Arts and Entertainment / Bachelor in CS and Game Programming

SEP 2020 - JUN 2023, Belgium

3 years of mainly C++ programming and other gamedev related skills (GPU Shaders, Game AI, Game Engines).

Projects

Showcase

2D world generator that runs on the GPU - [2 min Demo](#)

Visual Scripting Language that compiles+links to machine code at runtime - [3 min demo](#)

C++ Reflection system. - [Demo video playlist \(long\)](#) - [repository](#)

Other projects: <https://connordemeyer.net>