



Adriaan Musschoot

Gameplay Programmer

Looking for an end of term
internship Feb – Jun 2025

adriaanmusschoot.com

About

As a passionate game developer who thrives in team environments, I love to help other people. I have a keen eye for detail and like working neatly, keeping everything organized and refactoring when needed to keep everything clean. When I encounter problems, I can really grit my teeth and persist until I find an effective and elegant solution.

Education

Bachelor – Game Development 2022-Present

Howest, Digital Arts and Entertainment, Kortrijk, Belgium

Secondary education (Latin – Modern Languages) 2016-2022

Don Bosco College Zwijnaarde, Zwijnaarde, Belgium

Experience / Projects

Snails and Potions Team C++ UE5 Feb-Jun 2024

This group project has been an amazing great first experience of working in a team. We had great communication as a team, and I loved helping my colleagues out where I could. We learned to use “Hacknplan” to effectively manage tasks for all team members.

Custom 2D Engine C++ Solo CMake Feb-Jun 2024

This solo project was a first-hand experience to figure out what goes on behind the scenes of bigger game engines. I set up every part of my engine from scratch, and proof tested it by recreating “Pacman”.

Instanced Rendering C++ Solo Vulkan Feb-Jun 2024

My first deep dive into graphics programming. The classic “1000 lines of code for rendering my first triangle”, proved to be a very educative experience. Keeping everything abstracted away and neatly structured, was the challenge I navigated successfully.

Student Job

Pub runner O’Learys Summer 2023 - 2024
GENT, Belgium

Serving and cleaning throughout a big establishment, communicating constantly with coworkers to make sure every customer is served in a timely manner even during peak-hours.

Restaurant runner Parkkaffee Summer 2021
GENT, Belgium

Preparing and serving food at high frequency

Contact

Phone:

[Redacted]

Email:

contact@adriaanmusschoot.com

Date of birth:

[Redacted]

GitHub:

github.com/AdriaanMusschoot

Skills

- Primary - Proficient
- Secondary - Some Experience

Programming Languages

- C++
- C#
- JavaScript
- HTML
- CSS

Game Engines

- Unity
- Unreal Engine 5

API's / Frameworks

- SDL
- GLM
- Vulkan
- DirectX11
- WPF
- React
- Dear ImGui

Source Control

- Git
- Perforce

IDE's

- Visual Studio
- Rider
- VS Code
- Qt Creator

Languages

- Dutch – native
- English – full professional proficiency
- French – professional working proficiency (learning to improve)

Hobby's

I like thinking about the systems behind the games I play, I sometimes watch cool graphics programming videos. To unwind I love to practice Pilates and play ping pong. My favourite team sport is basketball.