



Adriaan Musschoot

Gameplay Programmer

Looking for an end-of-study
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 grit my teeth and **persist** until I find an effective and elegant solution.

Education

Game Development	Bachelors	2022-Present
Howest, Digital Arts and Entertainment (DAE), Kortrijk, Belgium		
Latin – Modern Languages	Secondary Education	2016-2022
Don Bosco College Zwijnaarde, Zwijnaarde, Belgium		

Experience / Projects

Snails and Potions	Feb-Jun 2024
Team collaboration Team management tools Iterative Development Systems for snail, potions and UI Local Multiplayer PvP Game UE5, C++ Game jam winner	
Custom 2D Engine	Feb-Jun 2024
Custom engine development Game programming patterns C++ core guidelines Tested by recreating Pac-Man CMake	
Instanced Rendering	Feb-Jun 2024
Vulkan API using C++ Instanced rendering 2D and 3D objects Templated rendering pipeline CMake Structured Approach	

Student Job

Pubrunner O'Learys	Gent, Belgium	Summer 2023 - 2024
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.		
Server Parkkaffee	GENT, Belgium	Summer 2021
Preparing and serving food at high frequency.		

Contact

Phone:

Email:

contact@adriaanmusschoot.com

Date of birth:

GitHub:

github.com/AdriaanMusschoot

Skills

- Proficient
- Some Experience

Programming Languages

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

Game Engines

- Unreal Engine 5
- Unity

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 favorite team sport is **basketball**.