

Adriaan Musschoot



Belgium



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[Adriaan Musschoot](#)

C++ & Gameplay Developer

- ✗ Foundation in C++
- ✗ Gameplay Developer
- ✗ Link to portfolio: adriaanmusschoot.com



Skills

Programming Languages

C++
C#, JavaScript, CSS, HTML

Game Engines

Unreal Engine 5
Unity

Source Control

Perforce, Git

API's / Frameworks

Mass (Unreal Engine)
SDL, Vulkan
React

Languages

English: Fluent
Dutch: Native
French: Proficient
German: Proficient

Additional Info

Currently Working On

- ◆ GetCooked! → Steam Release + Dev
- ◆ Snails & Potions → Steam Release
- ◆ Reading: Hands-On Design Patterns With C++ by Fedor G. Pikus

Hobbies

- ◆ Pilates
- ◆ Ping Pong
- ◆ Gaming
- ◆ Reading

Experience

Black Forest Games GmbH. Feb - Jun 2025

Programmer Intern

Used Technologies:

- C++
- Perforce
- Unreal Engine 5
- Mass

Responsibilities:

- Working on 3D Action Adventure Game
- Custom Perception System
- Chain Reaction System
- QoL Features for Designers

Projects

GetCooked!

Local PVP Game

Sep 2024 - Now

The Rookies & GDWC Finalist

Used Technologies:

- C++
- Perforce
- Unreal Engine 5

Responsibilities:

- Combat System
- Localization
- Local Multiplayer

Snails & Potions

Local PVP Game

Feb 2024 - Now

Game Jam Winner & Steam Release

Used Technologies:

- C++
- Perforce / Git
- Unreal Engine 5

Responsibilities:

- State machine for Snail
- Brewing Mechanics for Potions
- UI
- Steam Release

Amugen

Custom 2D Engine

Feb - Sep 2024

Used Technologies:

- C++
- CMake
- Git
- SDL

Responsibilities:

- Game Object – Component System
- Sound, Input
- Apply Game Programming Patterns
- Recreating Pac-Man and Tectonic

Education

Bachelor: Game Development

2022-2025

HoWest DAE, Kortrijk, Belgium