



Adriaan Musschoot

Junior Games Programmer

Portfolio

About

Working in team environments brings out the best in me, I love working **together** to solve problems and **helping others** out when needed. I have a **keen eye for detail** and live by the saying: "**Leave the code better than you found it**". When I encounter a problem, I can grit my teeth and **persist** until I find an effective and elegant solution.

Work Experience

Programmer Intern

Feb - Jun 2025

Black Forest Games Gmbh.

Team | UE5 | C++ | UE Mass Framework | Generic Perception System | Documentation | QoL Features for Designers | Perforce

Projects

GetCooked!

Sep 2024 - Present

Team | UE5 | C++ | Iterative Development | Team Management Tools | GDWC & The Rookies Finalist | Combat System, Localizaton | Planned Steam Release | Perforce

Snails & Potions

Feb 2024 - Present

Team | UE5 | C++ | Iterative Development | Team Management Tools | Systems for snail, potions and UI | Local PvP Game | Game Jam Winner | Upcoming Steam Release | Perforce

Custom 2D Engine

Feb 2024 - Present

Solo | C++ | CMake | SDL | Custom Engine Development | Game Programming Patterns | Recreating Pac-Man and Tectonic | Git

Education

Game Development

2022-2025

Bachelors - Graduated Magna Cum Laude
HoWest, Digital Arts and Entertainment, Kortrijk
Belgium

Latin - Modern Languages

2016-2022

Secondary Education
Don Bosco College Zwijnaarde, Zwijnaarde, Belgium

Contact

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Skills

- Proficient
- Some Experience

Programming

Languages:

- C++
- C#

Game Engines:

- Unreal Engine
- Unity

Source Control:

- Perforce
- Git

API's /

Frameworks:

- UE Mass
- SDL
- Vulkan

Languages

Dutch - Native

English - Full Working Proficiency

French - Limited

Working Proficiency

German - Limited

Working Proficiency

Trivia

I like pondering about the **systems** in the games I play or read up on some **C++** or watch **graphic** videos. To relax I enjoy **Pilates** and **Ping Pong**.