

Adriaan Musschoot



Belgium



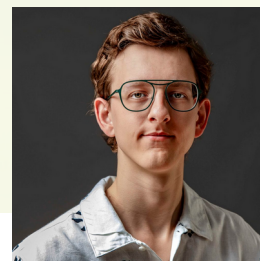
contact@adriaanmusschoot.com

Games/Software Programmer

- ✕ Foundation in C++
- ✕ Unreal Engine Developer
- ✕ Link to portfolio: adriaanmusschoot.com



[Adriaan Musschoot](#)



Skills

Programming Languages

C++

C#

Game Engines

Unreal Engine 5

Unity

Source Control

Perforce

Git

API's / Frameworks

Mass (Unreal Engine)

SDL

Vulkan

Languages

English: Fluent

Dutch: Native

French: Proficient

German: Proficient

Additional Info

Currently Working On

- ◆ GetCooked! → Development
- ◆ Snails & Potions → Steam Release
- ◆ C++ knowledge → Reading

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
- QoL Features for Designers
- Chain Reaction System

Projects

GetCooked!

Sep 2024 – Now

Local PVP Game

The Rookies & GDWC Finalist

Used Technologies:

- C++
- Perforce
- Unreal Engine

Responsibilities:

- Combat System
- Localization
- Local Multiplayer

Snails & Potions

Feb 2024 – Now

Local PVP Game

Game Jam Winner & Steam Release

Used Technologies:

- C++
- Perforce / Git
- Unreal Engine

Responsibilities:

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

Amugen

Feb – Sep 2024

Custom 2D Engine

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