



# Adriaan Musschoot

Gameplay Programmer

Looking for an end-of-study  
internship Feb – Jun 2025

[adriaanmusschoot.com](https://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

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

## Experience / Projects

<b>Snails and Potions</b>	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	
<b>Custom 2D Engine</b>	Feb-Jun 2024
Custom engine development   Game programming patterns   C++ core guidelines   Tested by recreating Pac-Man   CMake	
<b>Instanced Rendering</b>	Feb-Jun 2024
Vulkan API using C++   Instanced rendering 2D and 3D objects   Templated rendering pipeline   CMake   Structured Approach	

## Student Job

<b>Pubrunner O'Learys</b>	Gent, Belgium	Summer 2023 - 2024
Serving and cleaning throughout a big establishment, <b>communicating constantly with coworkers</b> to make sure every customer is served in a <b>timely</b> manner even during peak hours.		
<b>Server Parkkaffee</b>	Gent, Belgium	Summer 2021
Preparing and serving food at high frequency.		

## Current Project

<b>GetCooked!</b>	Feb-Jun 2024
UE5, C++   Team collaboration   Couch co-op game   Team management tools   System for fighting	

## Contact

**Phone:**

**Email:**

[contact@adriaanmusschoot.com](mailto:contact@adriaanmusschoot.com)

**Date of birth:**

**GitHub:**

[github.com/AdriaanMusschoot](https://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**.