

Adriaan Musschoot



Belgium



contact@adriaanmusschoot.com



[Adriaan Musschoot](#)

C++/Unreal Engine Developer

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



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! → 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!

Sep 2024 - Now

Local PVP Game

Used Technologies:

- C++
- Perforce
- Unreal Engine 5

Responsibilities:

- Combat System
- Localization
- Local Multiplayer

Snails & Potions

Feb 2024 - Now

Local PVP Game

Used Technologies:

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

Responsibilities:

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

Education

Bachelor: Game Development

2022-2025

HoWest DAE, Kortrijk, Belgium