



Adriaan Musschoot

Gameplay Programmer

Looking for an end of term
internship 02/2025-06/2025

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 in a well-structured environment and approach. When I encounter problems, I can really grit my teeth and persist until I find an effective and elegant solution.

Education

- **Game Development**
2022-Present
Howest – Digital Arts and Entertainment, KORTRIJK, Belgium
- **Secondary Education (Latin - Modern Languages)**
2016-2022
Don Bosco College Zwijnaarde, ZWIJNAARDE, Belgium

Experience / Projects

Check out projects here: adriaanmusschoot.com

- **Snails And Potions**
02/2024-06/2024
This group project has been an amazing great first experience of working in a team. We had great communication as a team, and I loved helping my colleagues out where I could. We learned to use “Hacknplan” to effectively manage tasks for all team members.
- **Pacman – Custom 2D Engine**
02/2024-06/2024
This solo project was a first-hand experience to figure out what goes on behind the scenes of bigger game engines. I set up every part of my engine from scratch, and proof tested it by recreating “Pacman”.
- **Instanced Rendering - Vulkan**
02/2024-06/2024
My first deep dive into graphics programming. The classic “1000 lines of code for rendering my first triangle”, proved to be a very educative experience. Keeping everything abstracted away and neatly structured, was the challenge I navigated successfully.

Student Job

- **Pub runner**
Summer 2023 / Summer 2024
O’Learys GENT, Belgium
Serving throughout a 3800 m² establishment, including pub, bowling, karaoke, arcade and restaurant, requiring efficient communication to manage large fluctuations in client expectations.
- **Restaurant runner**
Summer 2021
Parkkaffee GENT, Belgium
Preparing and serving food at high frequency.

Contact

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Email:

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Date of birth:

28/08/2024

GitHub:

github.com/AdriaanMusschoot

Skills

- Primary - Proficient
- Secondary - Some Experience

Programming Languages

- C++
- C#
- JavaScript
- HTML
- CSS

Game Engines

- Unity
- Unreal Engine 5

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 – excellent for a work environment
- French – okay for a work environment (learnable)

Hobby's

Ping Pong
Swimming
Pilates
Basketball
Gaming