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 solution.

Education

- **Game Development**
  2022-Present
  Howest – Digital Arts and Entertainment, KORTRIJK, Belgium
- **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 was 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 all tasks for all 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. Every part of the engine needed to be set up from scratch, and later proof tested by making a recreation of Pacman.
- **Instanced Rendering - Vulkan**
  02/2024-06/2024
  My first deep dive into graphics programming. It included the classic '1000 lines of code for rendering my first triangle', but it was none the less a very educative experience. It was a real challenge keeping everything abstracted away and neatly structured.

Student Job

- **Pub runner**
  Summer 2023 / Summer 2024
  O'Learys GENT, Belgium
  Serving and communicating constantly to manage the entire 3800 m² including pub, bowling, karaoke, arcade, restaurant.
- **Restaurant runner**
  Summer 2021
  Parkkaffee GENT, Belgium
  Preparing and serving food at high frequency.

Contact

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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 – Good for a work environment (learnable)

Hobby's

Ping Pong
Swimming
Pilates
Basketball
Gaming