

BAVO DEVOS

GAME PROGRAMMER

ABOUT ME

Hello, I am **Bavo Devos** a **game programmer** with **over a year of professional experience and experience as a contractor**, located in **Stockholm Sweden**. I am dedicated to delivering **clean and efficient** code and overall **high-quality products**. My curiosity and ambition drive me to take on new challenges headfirst, allowing me to improve **my skillset** and sharpen my **problem-solving abilities**. Serving the team and engaging in a **collaborative and positive work environment** are also top priority.

EXPERIENCE

GAME DEVELOPER | FREELANCE

Dec 2024 - Present

Offering services as a freelancer to work on various projects, completed a handful of contracts with differing levels of responsibility. Some of the responsibilities included developing minigames within a larger project, developing core features for games, helping solve hard to find bugs and onboarding new developers to active projects

FRONT END DEVELOPER | HACKSAW AB

Feb 2025 - Present

Performing responsibilities as a front-end developer which consisted of bringing the back-end and art together into a polished and fun game utilizing the in-house framework using the language Haxe additionally, helping review merge requests and implement branding for the instant win games.

GAME PROGRAMMER | FILIMUNDUS AB

Feb 2024 - Oct 2024

Developing new features and systems for multiple mobile games like Pettson's Inventions 4 and Brio Railway – World, as well as maintaining the older apps and performing responsibilities as Platform Manager and Build Engineer.

CONTACT

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[Portfolio](#)

[Github](#)

[Linkedin](#)

EDUCATION

HOWEST DAE (BELGIUM), 2024

Major Game Development

SKILLS

C++
C#
Haxe
HTML
CSS
LUA
Unity
Unreal
Git
Perforce
Visual Code
Visual Studio
SDL

LANGUAGES

English | Fluent
Dutch | Native
French | Beginner
Turkish | Beginner