

SAM VANDEN BOSCH

About me

23-year-old Game Development student at Howest University of Applied Sciences Digital Arts and Entertainment. Passionate about engine programming and enjoys learning more about engine design and architecture.

Experience

VR Experience host – The park playground (January 2022- January 2023)

Had to give customers a short explanation of how the VR headsets and games worked. Was responsible for fixing technical issues.

Programmer internship – Fire Falcom (February 2023- June 2023)

During my internship I worked on porting the game Do Not Feed the Monkeys 2009 to the Nintendo Switch. My tasks mostly included changing controls from mouse and keyboard to be controller friendly.

Education

Howest University of Applied Sciences Digital Arts and entertainment Major Game (September 2018-June 2023)

Projects

Minigin

I made a small engine meant for development of 2D games. Here I discovered my passion for engine design and architecture.

GPU flocking behaviour

I learnt that compute shaders were a good way to offload work from the CPU, so I wanted to learn more about them. I found that making boids was perfect for this purpose. I made this project in Unity.

Contact

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Skills

C++	C#
Unity	HLSL
Unreal Engine	Git
Perforce	Python
SQL	VBA

Languages

Dutch:	Native
English:	Fluent
French:	Moderate