

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 (2022-now)

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

Education

Howest University of Applied Sciences Digital Arts and Entertainment Major Game Development (2018-present)

Projects

Simple ECS

Made a basic implementation of an Entity Component System. It was interesting to learn about the importance of locality of reference and the project provided unique challenges.

Minigin

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

GPU flocking behaviour

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