

# SAM VANDEN BOSCH

## About me

23-year-old Game Development student at Howest University of Applied Sciences Digital Arts and Entertainment. Passionate about game 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 |