

SAM VANDEN BOSCH

Contact

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Skills

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

Languages

Dutch:	Native
English:	Fluent
French:	Moderate

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 an engine meant for development of 2D games. Here I discovered my passion for software architecture and game engine design. This also inspired me to want to write more performant code.

STLContainers

I wanted to learn more about writing low level and performant code, I got advice that remaking the containers found in STL is a good project for this. Here I learnt about memory management and profiling.