

## About Me

I have a passion for creating user-friendly tools and smooth experiences through low-level, performant, and readable code. With my proficiency in C, C++, and Rust, I enjoy the challenge of pushing hardware to its limits.



## Education

### Breda University of Applied Sciences

Bachelor of Creative Media and Game Technologies – Programming  
September 2020 – July 2024

## Projects:

### University Projects & Internship

#### - Sub Nivis

2022 | C++ | 20 people | 4 months

- Custom game engine in C++
- First person shooter game
- Created the rendering back-end code with OpenGL

#### - Metal render back-end

2024 | Rust | Internship | 10 months

- Porting an existing DirectX 12 render back-end to Apple's Metal API
- Strengthened my capabilities in memory safety and thread safety practices
- Learning to work with new APIs and tools in a short time

### Personal Projects

#### - Sub Nivis PlayStation 1

2024 (in progress) | C

- Rebuilding Sub Nivis from scratch in C
- Optimized to run in real time on PlayStation 1 hardware

#### - DirectX 12 renderer

2024 (in progress) | C++

- 3D renderer from the ground up using DirectX and C++

#### - Game Boy Emulator

2022 | Rust

- Tested with original Super Mario Land, Pokémon Blue, Tetris ROMs
- Audio support

## Skills

- **Programming languages:** C, C++, Rust
- **Graphics APIs:** OpenGL, DirectX 12, Metal
- **Tools:** Git, Perforce, Jira,
- **Languages:** Dutch, English, French (limited)