



Joaquin Verhelst

Gameplay Programmer

I am a (Unity) Game Developer and a graduate of Howest – Digital Arts and Entertainment. With a strong foundation in gameplay programming and C++, I am passionate about creating games and improving my skills to bring ideas to life. In addition to Unity, I also have experience in Unreal Engine 5 development.

● joaquin.verhelst@hotmail.com

● <https://joaquinverhelst.github.io>

SKILLS

Proficient:

C++

C#

Unity

Unreal Engine 5

Github and Perforce

SDL library

Some Experience:

Nintendo SDK

Unity VR

Git

Lua

HTML

XAML

CSS

OpenGL

DirectX 11

Vulkan

Autodesk Maya

Photoshop

LANGUAGES

Dutch

Native

English

Professional

Proficient

Spanish

Good

● EDUCATION

Digital Arts & Entertainment (DAE) - Howest

Game Developer - Bachelor - 2020-2025

I learned the core essentials of c++ programming, by making several games and a game engine from the ground up. Through these projects, I gained a lot of experience in gameplay programming both independently and as part of a team. This experience has taught me how to plan, design and how to work together.

● EXPERIENCE

Alter Eyes – Internship

Unity Developer - February 2025 to June 2025

During my internship at AlterEyes, I gained hands-on experience in Unity VR development. I integrated the *Logitech MX Ink Stylus* pen controller into the game *Color-A-Cube* and made the game *PackItPerfect* with the other interns, from designing it to developing it ready for release. In addition, I worked with the Nintendo Dev Kit, programming various gameplay prototypes and mechanics for some playtesting and researching the capabilities and limitations of the Nintendo Switch.

● PROJECTS

Flora Frenzy - Unreal Engine 5

Group Project - <https://ethannelis.itch.io/flora-frenzy>

In this group project with a team of seven, including two programmers, we collaborated on the game's design, planning, and task assignments to create a shooter adventure game. Built in Unreal Engine 5, all programming was done in C++. While I faced some challenges adapting to Unreal's coding conventions, it was a valuable learning experience that significantly improved my skills.