

Juul Harks

Engine & Tools Programmer

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Portfolio: juulh.github.io | **LinkedIn:** linkedin.com/in/juulharks | **GitHub:** github.com/juulh

PROFESSIONAL SUMMARY

Games programmer specializing in engine development and tools programming. I enjoy creating tools and systems that streamline workflows and help teams work more efficiently. With experience across custom C++ engines, Unreal Engine, Unity, I bring both technical expertise and strong communication skills to collaborative projects.

TECHNICAL SKILLS

Languages: C++, C#, Python, Java, HTML/CSS/JS, PHP

Engines: Unreal Engine 5, Unity, Custom Engines

Tools: Git, GitHub (Actions), Perforce, Jenkins, VS Code, Visual Studio

Spoken Languages: English (Fluent), Dutch (Native)

PROJECTS

Ascension Protocol – spatial VR combat | *Team of 14 – C++, OpenGL, OpenXR* Feb. 2025 – July 2025

- Developed custom OpenXR implementation from scratch with stereo rendering, action mapping, haptics
- Created custom C++ engine with designer friendly editor in ImGui, serialization
- Implemented automated CI/CD pipelines for build validation and deployment
- Lead 8 programmers in multi-disciplinary team to facilitate communication and planning

ScriptKit – in-game interpreter plugin | *Solo – C++, Unreal Engine* Sep. 2025 – Feb. 2026

- Created custom programming language and bytecode interpreter 'Flex'
- Developed C++ plugin for Unreal Engine, exposing Blueprint nodes, components, DeveloperSettings and delegates
- Added reflected Blueprint function bindings to allow developers to extend interpreter behavior

EXPERIENCE

Software Engineer Sep. 2019 – Present

Team GentleBotz, Team Cyberweb Breda, The Netherlands

- Implemented autonomous and remote robot control in Java
- Managing educational and industry partners for recruitment and funding
- Robot operator at Houston World Championships

Junior Project Officer Sep. 2024 – Present

Techniekmaker Breda, The Netherlands

- Implementing custom WordPress PHP plugins to extend editor functionality
- Managing website & Office 365 environment

Software & Web Developer July 2024 – Present

Sharks – Self Employed Breda, The Netherlands

- Communicate with clients to assess wants and technical possibilities
- Designing and implementing website solutions, including custom Wordpress PHP plugin development

EDUCATION

Breda University of Applied Sciences Breda, The Netherlands

BSc Creative Media and Game Technologies, Programming Track (in progress) Sep. 2023 – July 2027

Newmancollege Breda, The Netherlands

VWO, Natuur & Techniek, Natuur & Gezondheid, Technasium, Informatica Sep. 2016 – July 2023