Juul Harks

Engine & Tools Programmer

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

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 Languges: 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   Aug. 2014 – 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*