

# Juul Harks

*Engine & Tools Programmer*

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**Portfolio:** [juulh.github.io](https://juulh.github.io) | **LinkedIn:** [linkedin.com/in/juulharks](https://linkedin.com/in/juulharks) | **GitHub:** [github.com/juulh](https://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

*Team GentleBotz, Team Cyberweb*

Sep. 2019 – Present

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

*Techniekmaker*

Sep. 2024 – Present

Breda, The Netherlands

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

### Software & Web Developer

*Sharks – Self Employed*

July 2024 – Present

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

*BSc Creative Media and Game Technologies, Programming Track (in progress)*

Breda, The Netherlands

Sep. 2023 – July 2027

### Newmancollege

*VWO, Natuur & Techniek, Natuur & Gezondheid, Technasium, Informatica*

Breda, The Netherlands

Sep. 2016 – July 2023