# KITTY SCHERES

## GENERALIST GAME PROGRAMMER

## CONTACT

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Portfolio:
Kittyscheres.github.io

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## SKILLS

- C++
- C#
- Unreal engine 5
- Mod.io

## LANGUAGES

- Dutch
- English

## HOBBIES

- Singing
- Gaming

## PROFILE

I am a game programmer who can quickly become familiar with new tools and codebases. I feel a big sense of responsibility for the work I get assigned and work hard to make sure it lives up to both my own and the shareholder's standards. So far, I have worked on 2 released games (On the Bubble, Wall Town Wonders) and I have worked on 3 multiplatform projects (Wombat engine, On the Bubble, Wall Town Wonders). I am looking to create high quality XR games to both proof and improve my abilities as a game programmer.

## WORK EXPERIENCE

September 2024 – July 2025

Game programmer intern | Cyborn | Antwerp

Relevant work:

- C++
- Animation blueprints
- Meta mixed reality
- Unreal engine 5
- Pico sense pack

February 2020 – November 2021

Junior app developer | I4things | Herten

Relevant work:

- Kotlin
- Android studio

August 2018 – February 2019

Web development intern | Bertels BV | Ospel

Relevant work:

- Scrum
- PHP
- CSS
- Bootstrap
- JavaScript
- HTML

## EDUCATION

Breda University of Applied Sciences| Breda |2021 - 2025

Bachelor of science in games programming

Relevant course work:

- C++
- Unreal engine 5
- Mod.io
- OpenGL
- OpenXR
- Bullet physics

Gilde opleidingen | Roermond |2017 - 2020

MBO 4 Application and media developer

Relevant course work:

- C++
- ASP.net
- HTML
- CSS
- SDL 2
- C#
- PHP
- JavaScript

## PROJECTS

### Wall Town Wonders

A cozy mixed reality town builder made with Unreal Engine 5 where the player gains resources through minigames.

My contributions:

- Prototyping and polishing minigames
- Implementation of dating mechanic
- Bug fixing for both mixed reality and virtual reality versions of the game
- Fixing issues room management for Pico port

### On the Bubble

A custom engine based spiritual successor to monkey ball with path traced graphics and a level editor for creating custom levels.

My contributions:

- Fully implementing the required Mod.io functionality for custom levels
- Implementation of UI (splash screen, player HUD)

### Wombat combat engine

A Quake based custom engine for making games that run on both Windows and PlayStation 5. This engine makes use of TrenchBroom as its level editor.

My contributions:

- File reading for TrenchBroom output (.bsp)
- Bullet physics library implementation
- Multi-platform engine architecture
- Event system through TrenchBroom attributes

## REFERENCES

[Available upon request]