Leo Hellmig
Engine programmer

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PROFILE

Student at Breda University of Applied Sciences. **Generalist game programmer** with a focus on **engine programming**. Strong **teamwork skills**, and **flexible**. Excited to pick up tasks in team projects. Passionate about games, programming and **skilled at C++**. Open to relocation.

Skills

Hard skills: C++, Unreal engine, Github, Perforce, Large codebases
Soft skills: Problem solver, Flexible teammate

PROJECTS

Custom Engine & Blightspire – C++

2024 - 2025

- Integrated **EnTT as ECS** into the engine to suit our current and future needs in the engine
- Integrated **FMOD** for **3D spatialized sound** and dynamic audio effects
- Collaborated on and implemented a **modular engine architecture**
- Integrated Tracy profiler as **profiling tool**
- Implemented **editor tools** for **in-engine debugging**

Coral Engine (Custom Engine) & Lichgate – C++

2024

- **Refactored model loader** to support skeletal meshes and animations.
- Developed a **robust animation system** for calculating and updating skeletal meshes
- **Extended the DX12 and PS5 renderer** to render skeletal meshes
- Extended my animation system to support **animation blending** and attaching entities to bones
- Animation API integrated in the ECS and visual scripting

Beetle Brawl – Unreal Engine

2023

- Developed **procedural menu soundtrack** using **Meta Sounds**
- Implemented Level loading and transitioning
- Implemented **functional main menu UI** and **responsive game UI**

2D CPU Raytracer Ray's Cave – C++

2023

- Implemented **various optimizations** to achieve **real-time rendering**
- Developed **simple 2D gameplay**

Education

Breda University of Applied Sciences – Creative Media and Game Technologies

2022 - 2026   Breda, Netherlands