



# Mauro Deryckere

Student Game Development

Looking for an end-of-study internship as a

- Game Engine Developer
- Graphics Programmer
- Gameplay Programmer (UE5)

## Education

### Digital Arts & Entertainment

Bachelor's degree, Game Development  
Howest Kortrijk 2022-2026

- Modern C++ & Vulkan.
- Prototyping and group projects in Unity and Unreal Engine.
- Project and task planning, and scoping (HacknPlan, Miro).

### Sint-Jozefscollege

High school degree, Computer & Information Sciences  
Sint-Rembert Torhout 2020-2022

## Contact

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### Address

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### Portfolio

[mauroderyckere.github.io](https://mauroderyckere.github.io)

### LinkedIn

[www.linkedin.com/in/mauro-deryckere](https://www.linkedin.com/in/mauro-deryckere)

## About Me

Hi, I'm Mauro. I have experience with modern C++ and Vulkan, and I constantly explore new techniques in GPU programming, multi-threaded systems, and game engine architecture. Additionally, I've worked with different profilers and debug software while working on my 3D engine to expand my skillset further.

## Projects

2025-  
PRESENT

### 3D Game Engine

**Game Engine Developer & Graphics Programmer**

<https://github.com/MauroDeryckere/MauEng>

A custom 3D game engine in C++, using Vulkan and SDL3.

- Rendering pipeline using Vulkan.
- Debug Rendering pipeline (render shapes).
- Event system.
- Input system that easily allows binding actions to keybinds.

2025-2025

### Bumpurr Cars

**Game Developer**

<https://mauroderyckere.itch.io/bumpurrcars>

Collaborated on a game made in Unreal Engine with 2 other programmers and 3 artists.

- Developed different gameplay systems: Power-up & hazard spawning, score system, and made sure they're easily modifiable in blueprints.
- Worked on arcadey physics for the bumper cars using Unreal Engine's physics engine.
- Improved my soft skills and Perforce source control abilities by working with other developers.

2024-2025

### Maze Crusade

**Game Developer**

<https://github.com/MauroDeryckere/NES-Maze-Crusade>

An Assembly 6502 (NES) game that runs on the real hardware!

- Low-level programming in 6502.
- Created a deeper understanding of memory management, algorithms, and data structures.

## Tools

### C++

- Experience with modern C++ (23).
- Worked with libraries and frameworks like SDL2 & 3, Vulkan, entt, DirectX, and ImGui.
- Studied and applied the C++ core guidelines.

### Unreal Engine

- Experienced with Unreal Engine 5 C++, used the physics engine and the gameplay ability system.

### Source control (Git, Perforce)

- Unreal Engine source control with Perforce.
- Github source control for various C++ projects.