



Stan Vogels

C++ Engine programmer

Information

Address: *
City: Portsmouth
Postal Code: *
Country: United Kingdom
Date of birth: 16-07-2000
Phone number: +31 640917818
E-Mail: stanvogels@live.nl

Skills

Programming Languages:

C++, C, C#, HLSL

Platform Api's:

Windows, Linux, Playstation 4/5

Programming tools:

Visual Studio, Perforce, Git, CMake

Engine Skills:

Memory systems, Multithreading, Networking,
Low Level platform APIs, DirectX11

Qualities

| | |
|-------------------|---------------|
| Eager to learn | Collaboration |
| Solution-oriented | Dependable |
| Problem-solving | Analytical |

Languages

| | |
|----------------|----------------------------------|
| Dutch | English |
| Native speaker | Professional working proficiency |

Work experiences

Sep 2023 - Present **C++ Programmer**
Climax Studios Ltd.
Portsmouth, UK

- Porting a AAA game to a new platform.
- Working in and on a proprietary engine.
- Networking, mod support, low-level platform APIs.

Jan 2019 - Jun 2020 **Intern Game Programmer**
Mind Mansion
Eindhoven, NL

- Improved my skills in C# and Unity.
- Developed simulations designed to overcome fears.
- Gained full project ownership experience in a startup environment.

Aug 2018 - Jan 2019 **Intern Software Engineer**
Yunify
Geleen, NL

- Improved my skills in C# and Unity.
- Applied games to enhance cognitive strengths.
- Collaborated in a team of 50 people.

Education

2020 - 2024 **Game programmer**
HBO bachelor
Breda University of
Applied Sciences, Breda

- Improved my skills in C++, C, and Unreal Engine.
- Created games, engines, and stand-alone projects.
- Multithreading, low-level memory & system design

2016 - 2020 **Game Development**
MBO, level 4
Cum Laude
SintLucas, Eindhoven

- Improved my skills in C# and Unity.
- Created games using scrum techniques.
- Collaborated in multi-disciplinary teams of 2-8 people.

Projects

2022 - 2023 **Descent raytraced**
C++ / C | BUAs

- Improved my skills in C++, C and team management.
- Ported a 1995 DOS game to Windows and PS5.
- Implemented modern technologies, such as ray tracing, into a legacy game.
- Featured in PCGamer.