Stan Vogels
C++ Engine programmer

Information

Address:	57 Pennant House Cross street
City:	Portsmouth
Postal Code:	PO1 3FT
Country:	United Kingdom
Date of birth:	16-07-2000
Phone number:	+31 640917818
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Skills

Programming Languages:
C++, C, C#, HLSL

Platform Api's:
Windows, Linux, Playstation 4/5

Programming tools:
Visual Studio, Perfoce, Git , CMake

Engine Skills:
Memory systems, Multithreading, Networking, Low Level platform APIs, DirectX11 & DirectX12

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 Programmer 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.*