



## Stan Vogels

C++ Engine programmer

## Information

Address: \*  
City: Portsmouth  
Postal Code: \*  
Country: United Kingdom  
Date of birth: 16-07-2000  
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## 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 & 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.