Tuur Bellers

Game Developer

Personal details

Tuur Bellers

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Withofstraat
2531 Vremde

Skills

- C++ ●●●●○
- C# ●●●●○
- Unity ●●●●○
- Unreal ●●●○○
- Photoshop ●●○○○
- Blender ●●○○○

Languages

- Dutch ●●●●●
- English ●●●●○
- French ●●○○○

Hobbies

- Golf

Profile

I'm a game developer studying at Howest Digital Arts & Entertainment, currently doing my graduation work on AI for games. I enjoy both gameplay programming and working on AI systems that make games feel more dynamic and alive. I also like thinking about game ideas and mechanics, and finding ways to turn them into fun, playable experiences. Through my studies, I've gained solid experience with C++, Unity, and Unreal Engine, and learned how to work effectively as part of a development team.

Education

International Baccalaureate (IB) **Sep 2017 - Jun 2021**
St Andrews International School, Bangkok

- Higher Level: Maths, Physics, Computer Science
- Standard Level: Business Management, English, French
- Extended Essay in Physics

Digital Arts & Entertainment: Game Development **Sep 2023 - Jun 2026**
Howest, Kortrijk

- Programming (C++)
- Unity & Unreal programming
- Graphics Programming
- 3D (Blender), 2D (Photoshop)
- Group Project

Completed Projects

Shrimpact – 5-Month Team Game Jam (Unity) **Feb 2025 - Jun 2025**
Collaborated as one of three programmers on a couch co-op pvp game.
A two-player arena brawler made in Unity. I Focused on environmental mechanics that react dynamically during matches and created a background fish-school AI system to enhance world liveliness and atmosphere.

Utility AI – Autonomous Agent (C++) **May 2025 - Jun 2025**
Project exploring hybrid FSM and Utility AI systems to create lifelike agent behavior.
Created a hybrid FSM + Utility AI system for a zombie survival game. The agent makes real-time decisions such as exploring, collecting items, or engaging enemies based on contextual utility scoring and state transitions.

Ongoing Projects

LLM-Guided Behavior Tree Evolution – Unreal Engine 5 (C++) **Sep 2025 - Present**
Research project on the use of LLM in generating BT's at runtime.
Built a prototype *Seeker NPC* that uses a Large Language Model (LLM) to generate and evolve Behavior Trees at runtime. The system records, refines, and exports successful behaviors as reusable Unreal BT assets, allowing autonomous adaptation without the LLM during gameplay.