Twannes Claes
Game Systems Programmer

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Bio

Junior Game Developer, passioned to create captivating and unique games. I'm experienced in game systems programming with a profound interest in physics programming.

Technical skills

Programming languages
C++, C#, C, CMake, SQL

Game engines
Unreal Engine, Unity, Godot, in-house (DAE)

Source control
Github, Gitlab, Git, Fork, Perforce

VR/XR Development
Cross-platform, Unity, Android, build systems

Networking/multiplayer programming
Photon (Bolt, Fusion)

Libraries
SDL, PhysX, DirectX11, FMOD, ImGUI

APIs & backend

Windows management

Microsoft
Word, Excel, .NET

Languages
Dutch - native language
English - proficient

Soft skills

Communication, group management, team player, quick learner, problem-solver, self-management, life-time learner

Interests

Reading, cooking, music, PC gaming, guitar, boardgames, travel

Education

Digital Arts And Entertainment
Major Game Development
Howest University of Applied Sciences
| 2021 - 2024

TSO - IT & Networking
Burgerschool Roeselare | 2019 - 2021

Experience

Forklift Simulator - VR/XR Developer
August 2024 - Present

Developed a new UI system and its content, tailored for custom hardware / input devices. Contributed to build systems, backend functionality, and VR optimisation.

Triangle Factory - Game systems programmer
Intership | 2024

Maintained and updated "Hyper Dash" and "Breachers," ensuring stability and improvements across VR platforms. Developed teamwork, communication, and problem-solving skills in a professional work environment.

Adapta Solva
Shipped Unity game | 2023

Cozy puzzle/platformer game for which I was the main programmer, helped my team make a fully fledged game that has been shipped onto Steam.

Pepper Robot
Freelance | 2023

Helped reprogramming a Pepper Robot to be used in a hotel, added functionality to connect the robot's behaviour with the website displayed on its tablet.

Info

Portfolio   **LinkedIn**   **Github**