



Twannes Claes

Game Systems
Programmer

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Bio

Freelance Junior Game Developer, passionate 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, Python
Object & Data Oriented Programming

Game engines

Unity, Unreal Engine, 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

The Pack - All-round Unity Developer

Freelance | April - May 2025

Worked on a Unity DOTS-based game, built a custom automated daily build system, fixed bugs, and contributed gameplay feedback. Improved teamwork in a professional environment.
(Unity, C#, DOTS, CI/CD)

Forklift Simulator - VR/XR Developer

August - December 2024

Developed a new UI system and its content, tailored for custom hardware / input devices. Contributed to build systems, backend functionality, and VR optimisation.
(Unity, C#, API & backend)

Triangle Factory - Game systems programmer

Internship | 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.
(Unity, C#, API & backend, Photon networking)

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.

Info



[Portfolio](#)



[LinkedIn](#)



[Github](#)