

# Bouke Weel

Gameplay Programmer | [Site link]

(+###) ## ## ### ###  
BoukeWeel@outlook.com

## ABOUT ME

Junior gameplay programmer skilled in C++ and C#. Experienced with Unity, Unreal Engine, and VR development. Eager to apply technical expertise to creative game projects.

## EXPERIENCE

### XRLab

**Game Developer - Intern** | Hilversum - NL | Jan 2021 - Jan 2022

Collaborated with other interns on fast-paced projects for various clients. Worked directly with clients to discuss ideas, gather feedback, and deliver final prototypes. Most projects focused on VR and experimental hardware.

## EDUCATION

### Howest Digital Arts & Entertainment

**Game Development - Bachelor** | Kortrijk - BE | 2022 - Present

Focused on C++ for game programming, including building a custom game engine and a basic graphics pipeline.

### Grafisch Lyceum Utrecht

**Game Development - mbo** | Utrecht - NL | 2018 - 2022

Focused on C#, Unity, and game design. Collaborated in teams to develop multiple projects each year.

## PROJECTS

### GOAP in economic simulation

C#, Unity, Crashkonijn Goap  
Built a small economic simulation where agents used Goal-Oriented Action Planning to model an economy. [See project]

### Beats from the Deep

C++, Unreal Engine, Team Project  
Cooperative rhythm boss-fight game. Developed note-spawning, connected-note mechanics, and health systems. [See project]

### VRoomShow

VR, Unreal Engine, Internship at XRLab  
Prototyped a VR game show for Avrotros. Led an intern team, coordinated with clients, and contributed to development. [See project]

## Languages

English - 2B certified

Dutch - Native

## Technical skills

■ = Proficient  
□ = Some Experience

### Programming Languages

■ C++  
■ C#  
□ Python  
□ HTML  
□ CSS  
□ SQL  
□ JavaScript  
□ Java

### Game Engines

■ Unreal Engine 4/5  
■ Unity  
□ GameMaker

### Tools

■ Maya  
■ Rider | Vs/code  
■ Photoshop  
■ PremierPro  
□ Blender  
□ Houdini  
□ Substance Painter  
□ Renderdoc

### FrameWorks

■ GLM  
■ SDL  
■ GLFW  
□ ImGUI  
□ Vulkan  
□ DX11  
□ QT/creator

### Source Controle

■ Git  
■ Perforce