

Bouke Weel

Gameplay Programmer | Boukeweel.com

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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.

Beats from the Deep

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

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.

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