Fleur Slabbinck
Gameplay Programmer

Skills

Languages C++ C# HTML 5 CSS 3 XAML

Game Engines Unreal Engine 5 Unity Engine

Frameworks SDL GLM GLFW OpenGL Qt

Source Control Git Perforce

Tools Maya Houdini AutoCAD Photoshop Illustrator InDesign Premiere Pro

Languages

Dutch
English
French

Hobbies

Volleyball Fitness
Horseback riding Snowboarding
Gaming
Reading

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About

I am a motivated and versatile student, currently in my third and last year of Game Development. Through academic projects, I have acquired a solid foundation of C++ and experience in Unreal Engine and Unity. I have grown really passionate about gameplay programming and am always eager to broaden my knowledge.

Education

Howest - DAE *Kortrijk, Belgium*
Bachelor Game Development *September 2022 - current*
Following

KU Leuven *Ghent, Belgium*
Bachelor & Master Architecture *September 2017 - June 2022*
Completed 90% of Bachelor

Don Bosco College Zwijnaarde *Zwijnaarde, Belgium*
ASO Latin - Maths *September 2011 - June 2017*

Experience

Retail and Customer Service *East-Flanders, Belgium*
Albert Heijn, Action, C&A, Brico, Okay

Custom Engine & Bomberman
A C++ 2D engine for arcade style games, demonstrated with Bomberman recreation

Winged Warfare
Co-op multiplayer game as a group project in Unreal Engine 5 C++

MyMachine (WIP)
Group project in Unreal Engine 5 C++ in collaboration with MyMachine Vlaanderen