

Fleur Slabbinck

Gameplay Programmer

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