



Skills

● = Proficient ○ = Some Experience

Languages

● C++

● C#

● XAML

○ HTML 5

○ CSS 3

Game Engines

● Unreal Engine 5

● Unity Engine

Frameworks

● WPF

● GLM

● SDL

○ Vulkan

○ OpenGL

○ Qt

Source Control

● Git

● Perforce

Tools

● Photoshop

● Maya

● Illustrator

● InDesign

● AutoCAD

○ Houdini

○ Premiere Pro

Languages

Dutch

● ● ● ● ●

Native Language

English

● ● ● ● ●

Full Professional Proficiency

French

● ● ● ● ●

Basic Proficiency

Hobbies

Volleyball

Fitness

Horseback riding

Snowboarding

Reading

Gaming



[Redacted Address]



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[Redacted Phone Number]



[My portfolio](#)

Fleur Slabbinck

Gameplay Programmer

About

I am a motivated and versatile graduate with a degree in Game Development. Throughout my academic projects, I developed a solid foundation in C++ and gained hands-on experience with both Unreal Engine and Unity. I developed a strong passion for gameplay programming and am always eager to continue expanding my knowledge.

Education

Howest - DAE

Bachelor Game Development

Kortrijk, Belgium

September 2022 - June 2025

Completed

KU Leuven

Bachelor & Master Architecture

Ghent, Belgium

September 2017 - June 2022

Completed 90% of Bachelor

Don Bosco College Zwijnaarde

ASO Latin - Maths

Zwijnaarde, Belgium

September 2011 - June 2017

Experience

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++

Robotopia

Kortrijk, Belgium

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

Internship - IDLab-Media

Zwijnaarde, Belgium

Virtual Reality football project in the Unity Engine developed in a team of two

ShiftPlus

Shift planning tool that I am currently contributing to as a side project in my free time