Fleur Slabbinck
Gameplay Developer

About

Motivated Game Development graduate skilled in C++ and C#, Unreal Engine, Unity and .NET. Passionate about gameplay programming and software development, with a strong drive to learn and refine skills.

Education

Howest—DAE
Bachelor Game Development
Obtained cum laude
Kortrijk, Belgium
September 2022—June 2025

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

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 a Bomberman recreation.

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

Robotopia
Group project in Unreal Engine 5 C++ in collaboration with MyMachine Vlaanderen.
Kortrijk, Belgium

Internship—IDLab-MEDIA
Virtual Reality football project in Unity and WPF application developed in a team of two.
Zwijnaarde, Belgium
Februari 2025—June 2025

Personal Projects
Projects in my free time to improve my skills and explore new programming patterns, languages and tools.

Skills

● = Proficient   O = Some Expierience

Programming Languages
● C++   ● C#   ● XAML
O CSS 3   O HTML 5

Game Engines
● Unreal Engine 5   ● Unity

Frameworks
● .NET   ● WPF   ● SDL
O Qt   O OpenGL   O Vulkan

Source Control
● Git   ● Perforce

Tools
● Photoshop   ● Maya   ● Illustrator
● AutoCAD   O Houdini O Blender

Languages

Dutch ●●●●● *Native*

English ●●●●● *Professional*

French ●●○○○ *Basic*

Hobbies

Soccer	Volleybal
Snowboarding	Horseback riding
Reading	Gaming

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My portfolio