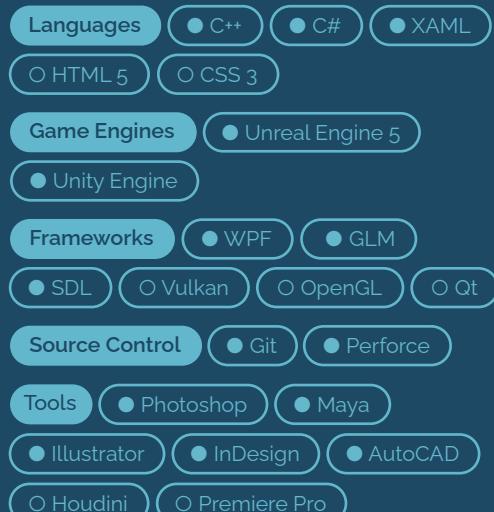




Skills

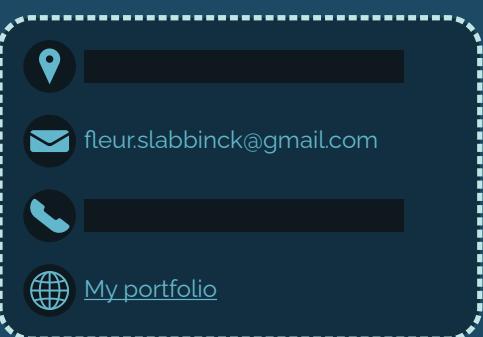
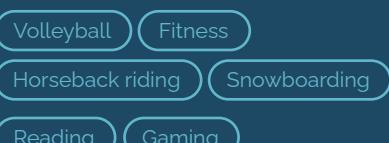
● = Proficient ○ = Some Experience



Languages



Hobbies



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
Completed

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 2011

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

Personal Projects

I like to spend my free time improving my skills, exploring new programming patterns, languages and tools.