



# 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 *Kortrijk, Belgium*  
September 2022—June 2025  
*Obtained cum laude*

#### 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 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 ○ = Some Experience

#### Programming Languages

● C++ ● C# ● XAML  
○ CSS 3 ○ HTML 5

#### Game Engines

● Unreal Engine 5 ● Unity

#### Frameworks

● .NET ● WPF ● SDL  
○ Qt ○ OpenGL ○ Vulkan

#### Source Control

● Git ● Perforce

#### Tools

● Photoshop ● Maya ● Illustrator  
● AutoCAD ○ Houdini ○ Blender

### Languages

Dutch ●●●●● Native

English ●●●●● Professional

French ●●●●● Basic

### Hobbies

Soccer Volleybal  
Snowboarding Horseback riding  
Reading Gaming

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My portfolio