



Joaquin Verhelst

Gameplay Programmer

Aspiring gameplay programmer currently studying at Howest - Digital Arts and Entertainment, and I am looking for an internship opportunity. I also have a interest in game design

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● <https://joaquinverhelst.github.io>

● SKILLS

Proficient:

C++

C#

Unity

Unreal Engine 5

Github and Perforce

SDL library

Some Experience:

Lua

HTML

XAML

CSS

OpenGL

DirectX 11

Vulkan

Autodesk Maya

Photoshop

● LANGUAGES

Dutch
Native

English
Professional Proficient

Spanish
Good

● EDUCATION

Digital Arts & Entertainment (DAE) - Howest Game Developer - Bachelor - 2020-2025

I learned the core essentials of c++ programming, by making several games and a game engine from the ground up. Through these projects, I gained a lot experience in gameplay programming both independently and as part of a team. This experience has taught I learned how to plan, design and how to work together.

Sint-GumarusCollege Science & Math - Secondary Education

● PROJECTS

Flora Frenzy - Unreal Engine 5 Group Project - <https://ethannelis.itch.io/flora-frenzy>

In this group project with a team of seven, including two programmers, we collaborated on the game's design, planning, and task assignments to create a shooter adventure game. Built in Unreal Engine 5, all programming was done in C++. While I faced some challenges adapting to Unreal's coding conventions, it was a valuable learning experience that significantly improved my skills.

Jotar 2D Engine Custom Game Engine

The Jotar2D Engine is a simple 2D game development engine in C++ that has been my learning ground for C++ programming and design patterns. This Engine comes with a game loop, scene manager, component system, scene graph, input system with controller support, observer pattern, collision manager, sound system using threads and Service Locator pattern to call, also a Time manager and a renderer with split screen support.