

# SAM VANDEN BOSCH

## Contact

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Portfolio:

<https://samvandenbosch.com>

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## Skills

C++	C#
Unity	HLSL
Unreal Engine	Git
Perforce	Python
SQL	VBA

## Languages

Dutch:	Native
English:	Fluent
French:	Moderate

## About me

24-year-old aspiring programmer who just graduated from Howest's Digital Arts and Entertainment with a major in Game Development. Passionate about low level code and learning new ways to write performant and maintainable code.

## Experience

### VR Experience host – The park playground (January 2022- January 2023)

I had to give customers a short explanation of how the VR headsets and games worked. Was responsible for fixing technical issues.

### Programmer internship – Fire Falcom (February 2023- June 2023)

During my internship I worked on porting the game Do Not Feed the Monkeys 2099 to the Nintendo Switch. My tasks mostly included changing controls from mouse and keyboard to be controller friendly.

## Education

Howest University of Applied Sciences  
Digital Arts and entertainment Major Game  
(September 2018-June 2023)

## Projects

### Minigin

I made an engine meant for development of 2D games. Here I discovered my passion for software architecture and game engine design. This also inspired me to want to write more performant code.

### STLContainers

I wanted to learn more about writing low level code and performant code, I got advice that remaking the containers found in STL is a good project for this. Here I learnt about memory management and profiling.