




BOBBIE KINDT

Contact

 bobbie@bobbiecodes.com

 [LinkedIn](#) | [Portfolio](#)

 Antwerp, Belgium

Technical Skills

- **Programming:** C++, C#
- **APIs:** Vulkan, DirectX, OpenGL
- **Engines:** Unity 6, Unreal Engine 5
- **Tools:** CMake, Perforce, Github, Qt

Soft Skills

- Teamwork & Collaboration
- Adaptability
- Time Management
- Discipline

Languages

- Dutch

Native Language

- English

C1 - Full Professional Proficiency

Hobbies

- Photography
- Skiing
- Scuba Diving
- Travelling

ABOUT ME

Game development student with a passion for graphics programming and tool development. Skilled in C++, with hands-on experience in Unreal Engine 5 projects.

ACHIEVEMENTS & GOALS

I enjoy taking **initiative** and bringing ideas to life, whether that means organizing tasks, **helping teammates**, or pushing projects forward when challenges arise. In past group work, I naturally stepped in to keep momentum going and ensure everyone could contribute their strengths.

My goal is to carry this **proactive mindset** into video game development, where I want to be at the forefront of creating engaging and innovative experiences.

PROFESSIONAL EXPERIENCE

Graphics / VR Programming Intern

KU Leuven Robot Assisted Surgery group | Feb 2026 - Jun 2026

Programmer in Group Project, Panamarenko's Workshop

Digital Arts & Entertainment | Sep 2025 - Dec 2025

- A singleplayer VR game made in Unity C#

Programmer in Group Project, PiRat Plunder

Digital Arts & Entertainment | Feb 2025 - May 2025

- A couch co-op, local multiplayer game made in Unreal Engine C++

EDUCATION

Digital Arts & Entertainment

Bachelor Game Development

Howest Kortrijk 2022 – 2026

- C++ Object Oriented Programming
- Real-Time Graphics (DirectX, Vulkan)
- Team Projects using Version Control (Git, Perforce)
- Cross-Disciplinary Communication with Artists and Designers