

# Robbe Hijzen

## Game Developer / Programmer

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## Skills

**Specialized Skills:** Gameplay programming

**Programming Languages:** C++, Unreal Engine Visual Blueprints, C#

**Game Engines:** Unreal Engine, Unity

**Version Control:** Perforce, GitHub

**Tools:** Visual Studio, HacknPlan

## Education

**Digital Arts and Entertainment – Game Development** | *September 2022 - present*

Howest University of Applied Sciences, Kortrijk, Belgium

## Projects

Full project overview available on my [Portfolio](#).

### TimTim

*Game developed in Unreal Engine using C++.*

**Role:** Gameplay and AI Programmer.

- Developed AI behaviors for enemies and implemented many gameplay mechanics.

### Drift Shop

*Game Jam project built with Unreal Engine Visual Scripting.*

**Role:** Gameplay Programmer.

- Designed core gameplay mechanics.