

Vincent Van Denberghe

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Willing to relocate

Portfolio: vincentvd.com



github.com/Vincent-VD



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About me

Developer looking for a challenging programming environment. Experience in mobile porting and UI system development, passionate about performance-minded real-time operations and all manner of technology.

Experience

Software Developer, Feral Interactive

London, United Kingdom | September 2023 - June 2025

Game developer on three mobile porting projects, specialising in iOS development while occasionally handling Android-specific tasks.

Responsibilities included UI system development, feature implementation, and input handling, with increasing scope over time.

- *Hitman: Blood Money - Reprisal* (iOS):
 - Implemented graphics settings functionality to allow players to change various graphics settings
 - Addressed multi-bit character display issues to enhance experience for Japanese language users
- *Company of Heroes multiplayer update* (iOS/Android):
 - Implemented player portrait syncing to allow them to display in-game
 - Implemented reward synchronisation for vehicles to prevent issues during online matches
- *Unannounced open-world action game* (iOS/Android - under NDA):
 - Extended and adapted existing gameplay systems for mobile platforms
 - Developed input syncing method to integrate new custom UI input, maintaining parity between versions

Reference: hr@feralinteractive.com

Education

- Howest University of Applied Sciences - Digital Arts and Entertainment, Bachelor Game Development | 2020-2024 | Completed
 - Game engine programming
 - Game programming patterns
 - Graphics programming
- Vrije Universiteit Brussel (VUB) - Computer Science, Bachelor first two years completed | 2016-2020
 - Functional/Object-oriented programming

Programming Languages

C++, C, C#, Objective-C/C++, Scheme (Lisp), Java, Scala, Lua, Swift

Skills

Version control: Git, SVN, Perforce

Game engines: Unreal Engine (Blueprints and C++), Unity

Tools: Jira, Confluence

Graphics APIs: DirectX 11, DirectX 12

Languages

English (fully proficient), Dutch (fully proficient), French (proficient),

Japanese (proficient)