



YANNICK RUIJTER

Belgian C++ developer focused on embedded systems and low-latency programming who's open to work anywhere.

PERSONAL DETAILS

+32 487 42 69 26

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DEGREES / STUDY

HIGHER EDUCATION

Howest, hogeschool West-Vlaanderen

Game Development (bachelor)
2024-2027

SECONDARY EDUCATION

Industrial ICT
2018-2024

SKILLS

- Engines/API's
 - Vulkan
 - Unreal Engine
 - Unity
- Programming/Scripting Languages
 - C++
 - C#
 - Python
 - 6502 Assembly
 - CMake
- Misc
 - Arduino
 - Git

LANGUAGES

- Dutch: Native
- French: Intermediate
- English: Fluent

LINKS

[LinkedIn](#)

[Github](#)

[Portfolio](#)

PROJECTS

Team Projects

Bready Or Not, Gameplay Programmer February 2026 - June 2026

- Chaotic local multiplayer game (2-4 players) built in Unity/C#, where bakers race to destroy each other's ovens by gathering ingredients, baking bread soldiers, and stealing supplies from opponents.
- Built the ingredient-gathering and item-spawning systems and core interactive gameplay loop.

NES PowerPoint, Systems Programmer October 2025 - December 2025

- A slide presentation engine written entirely in 6502 assembly, running natively on the NES.
- Built the slide rendering and navigation system along with a custom text parser and escape-sequence handling for formatting slide content on real hardware.

Solo Projects

Advanced Arduino Alarm, Embedded Systems Developer
February 16 - 18 2024

- A feature-packed embedded alarm clock built with Arduino and a TM1638 display, controlled via button and IR-remote navigation.
- Implemented bit-banging for display/IR communication and used an ultrasonic sensor for gesture-based snoozing.

C++ Component Based Game Engine, Engine Programmer
February 2026 - June 2026

- A custom C++ game engine built on a minimal SDL starter, featuring a scene graph, component system, multithreaded sound, and a command-pattern input system.
- Applied Modern C++ and RAII throughout, with attention to cache-friendly data layout and adherence to strict C++ coding guidelines.
- Proven out with Burgertime, an arcade-style game using State and Strategy patterns to drive both player and AI enemy behavior.

Vulkan Deferred PBR Renderer, Graphics Programmer
February 2026 - June 2026

- A physically based deferred renderer built from scratch in Vulkan and Modern C++, with no external wrapper libraries.
- Supports glTF scene loading, Cook-Torrance BRDF shading, diffuse image-based lighting, shadow-mapped point and directional lights with manual 3x3 PCF filtering, and a full HDR-to-LDR post-processing pipeline with tone mapping.