

RUBEN VANDERMEERSCH | RESUME

- › Portfolio: <http://www.rubenvandermeersch.eu/portfolio>
- › Occupation: Senior C++ Programmer, Studio Scarmetal
- › Skills: C++, C#, C, Unity, Unreal Engine
- › Specializations: Gameplay, Tools and UI-Programming
- › Hobbies: Model Kits, Board Games, Running, Video Games

››› Summary

I have 6 years of professional experience working at Climax Studios and Fishing Cactus. During my experience there, I shipped two titles, Age of Empires IV for Xbox and Nanotale for PC and Stadia. In 2019 I achieved a Bachelor's degree in Game Development at Howest Kortrijk in Belgium.

››› Experience

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| 07/2025 - 10/2025 | Senior C++ Programmer | Studio Scarmetal |
| <ul style="list-style-type: none">› Assist in building in-house C++ engine› Game and UI code for unannounced project | | |
| 10/2021 - 06/2025 | C++ Programmer | Climax Studios |
| <ul style="list-style-type: none">› Shipped Age of Empires IV to Xbox consoles - custom C++ engine› Maintained and created seasonal game modes and ranked seasons› Created and took ownership of in-game HUD features for Controller players› Researched and established workflows during the prototype stage› Use of Perforce version control› Wrote onboarding guides for UI programmers on MindsEye | | |
| 02/2019 - 10/2021 | Unity C# Developer | Fishing Cactus |
| <ul style="list-style-type: none">› Shipped Nanotale on PC, Mac and Stadia.› Provided and maintained tools for the project and studio common code.› Took responsibility of many core game systems, extending and adapting these to the demands of the team.› Ensured performance and stability on the PC platform.› Use of Git as version control.› Tutored a coding intern in preparation for the games industry. | | |
| 06/2018 - 07/2018 | Embedded C Developer (Summer job) | Aperigroup |
| <ul style="list-style-type: none">› Adapted an existing framework to allow hardware testing without disrupting the functionality of the device› Provided the team with a graphical application that provides test sequences to validate if the produced device is fully functioning. | | |

››› Education

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| 2016 - 2019 | Bachelor's Degree, Game Development | Howest Kortrijk |
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