KITTY SCHERES
Generalist game programmer

CONTACT

Email
KittyhwScheres@gmail.com

Portfolio
Kittyscheres.com

LinkedIn
kitty scheres

SKILLS

C/C++
4+ years of experience

C#
4+ years of experience

Kotlin
1 year of experience

Unreal engine 5
4 years of experience

Development platforms
Windows
PlayStation 5
Android

XR development
OpenXR
Meta mixed reality
Pico sense pack

LANGUAGES

Dutch
Native speaker

English
Fluent

PROFILE

I am a game programmer who can quickly become familiar with new tools and codebases. I feel a big sense of responsibility for the work I get assigned and work hard to make sure it lives up to both my own and the shareholder's standards. So far, I have worked on 2 released games and I have worked on 3 multiplatform projects. I am looking to create high quality XR games to both prove and improve my abilities as a game programmer.

WORK EXPERIENCE

September 2024 – July 2025

Game programmer intern | Cyborn | Antwerp

Relevant work:
- C++
- Animation blueprints
- Meta mixed reality
- Unreal engine 5
- Pico sense pack

February 2020 – November 2021

Junior app developer | I4things | Herten

Relevant work:
- Kotlin
- Android studio

August 2018 – February 2019

Web development intern | Bertels BV | Ospel

Relevant work:
- Scrum
- PHP
- CSS
- Bootstrap
- JavaScript
- HTML

EDUCATION

Breda University of Applied Sciences| Breda | 2021 - 2025

Bachelor of science in games programming

Gilde opleidingen | Roermond | 2017 - 2020

MBO 4 Application and media developer

DIVE DEEPER

How I stay occupied in my free time:
- Play both older and new video games
- Read fiction books
  (Currently reading: The complete works of HP Lovecraft and Harlan Ellison's greatest hits)
- Engage with internet horror
- Watch musicals
- Practice singing

What I do to improve my knowledge:
- Read books about C++ programming
- Working on a personal project
  (Current project: Multiplayer golfing game with VR support)