KOBE DEREYNE

Graphics & Engine Programmer

CONTACT

- ✉ kobe.dereyne@outlook.com
- 🌐 kobazaaa.github.io
- 🐙 github.com/Kobazaaa
- in linkedin.com

TECHNICAL SKILLS

PROGRAMMING

- C++
- C#
- Lua

API

- Vulkan
- DirectX 11

ENGINES

- Unity 6
- s&box
- Unreal 5

TOOLS

- CMake
- Perforce
- GitHub
- Blender

SOFT SKILLS

- Teamwork
- Discipline
- Communication
- Learning

LANGUAGES

- Dutch (Native)
- English (Fluent)
- French (Basic)

SUMMARY

I'm a passionate C++ Programmer with a passion for Graphics & Engine Programming. I'm a quick learner and a good problem-solver. Math, science, and computer science have always been strong interests of mine, which led me to study Game Development. Currently, I'm looking for an end-of-study internship starting mid-February 2026.

EXPERIENCE

WORK

Math Refresher Assistant   09/24 & 09/25
Howest - Digital Arts & Entertainment

I helped new students refresh their basic math skills before starting their first year at Howest University - Digital Arts & Entertainment.

PROJECTS

Pompeii | Vulkan Renderer   01/25-Present
I implemented a fully functional 3D Graphics Renderer using C++ and Vulkan. Find the more info on my portfolio page here:
https://kobazaaa.github.io/Pompeii.html

Ribbit Rampage Game   02/25-06/25
Together with 4 other people, I made a local couch co-op platformer game in Unity. Learn more about it here:
https://kobazaaa.github.io/RibbitRampage.html

EDUCATION

Howest Kortrijk, BE   2023-2026
Bachelor Digital Arts & Entertainment
Game Development

Erasmusatheneum Deinze, BE   2019-2023
Mathematics and Sciences

Erasmusatheneum Deinze, BE   2017-2019
STEM Sciences

AWARDS & ACHIEVEMENTS

Math and Science Graduation Award   2023
Given for top academic performance in mathematics and science.

VWO Semi-Finalist   2023
Semi-Finalist in the Flanders Math Olympiad 2023